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- Street Fighter: The Movie (Saturn, PlayStation)

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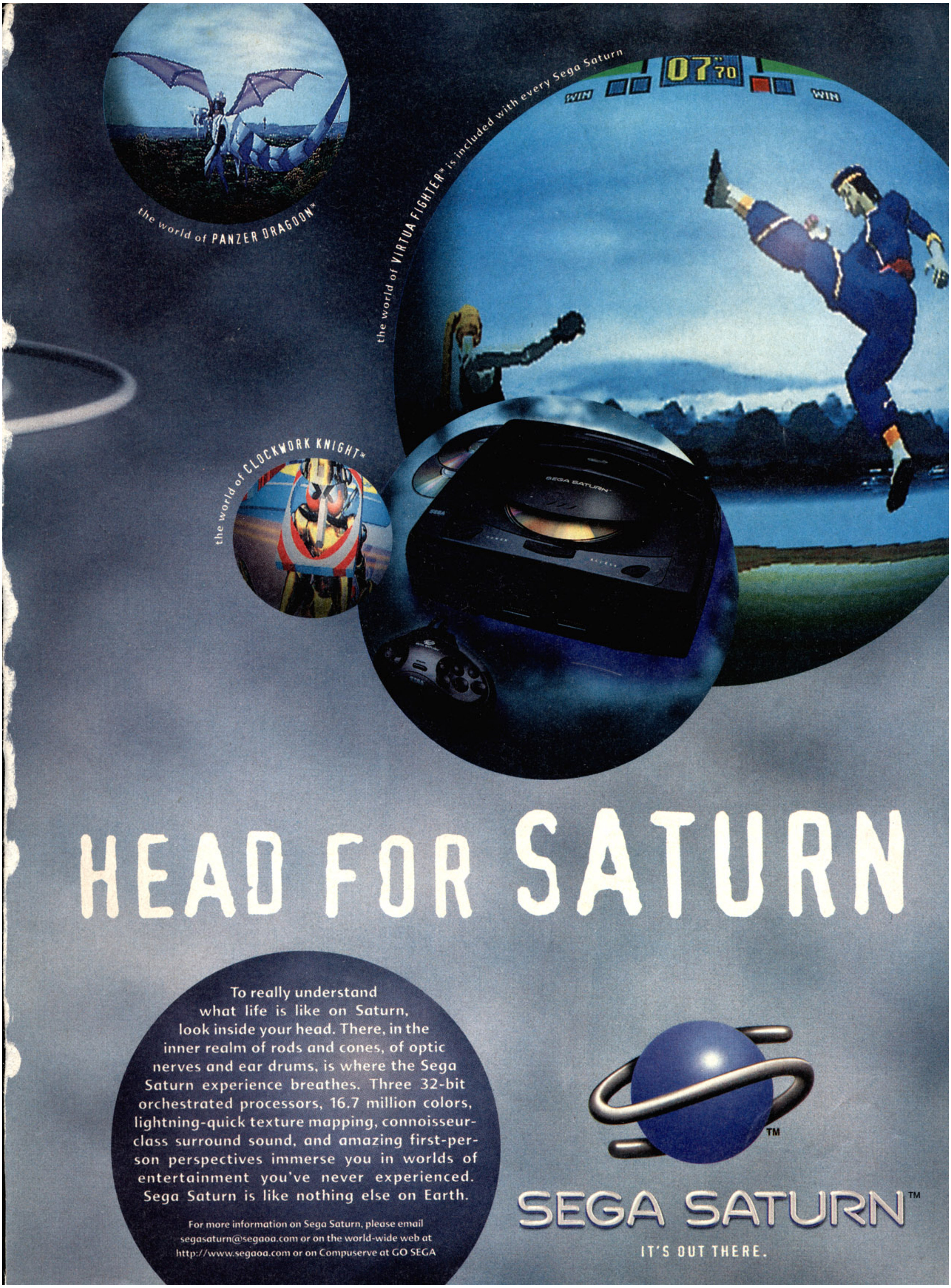
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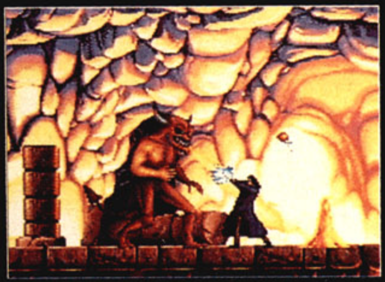
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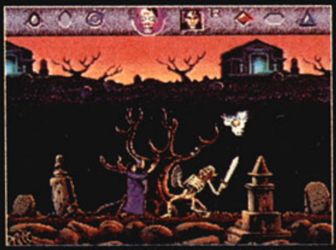
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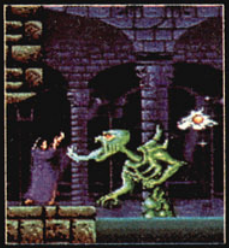
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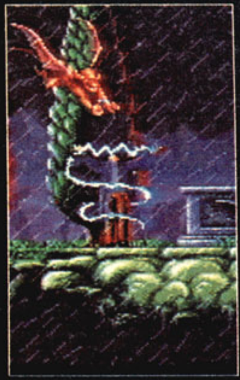
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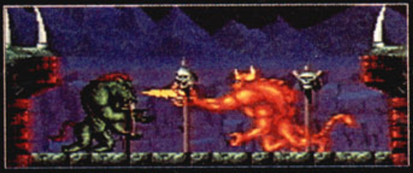
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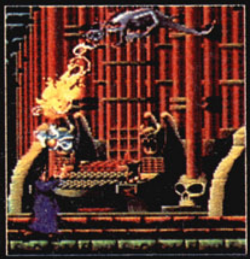
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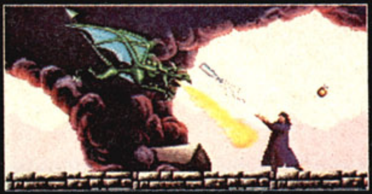
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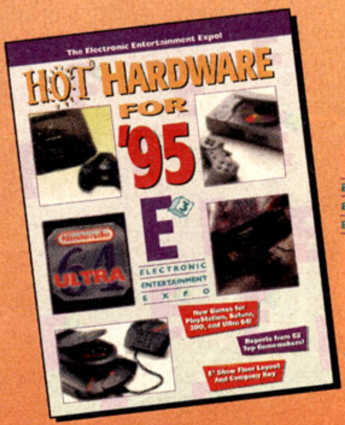
The Electronic Entertainment Expo!
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E3
ELECTRONIC ENTERTAINMENT EXPO
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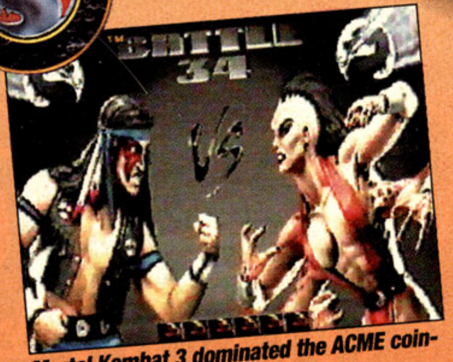
BATTLE 34
VS

Mortal Kombat 3 dominated the ACME coin-op show. Page 14.

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If you're not online, you're nowhere, man. Page 24.

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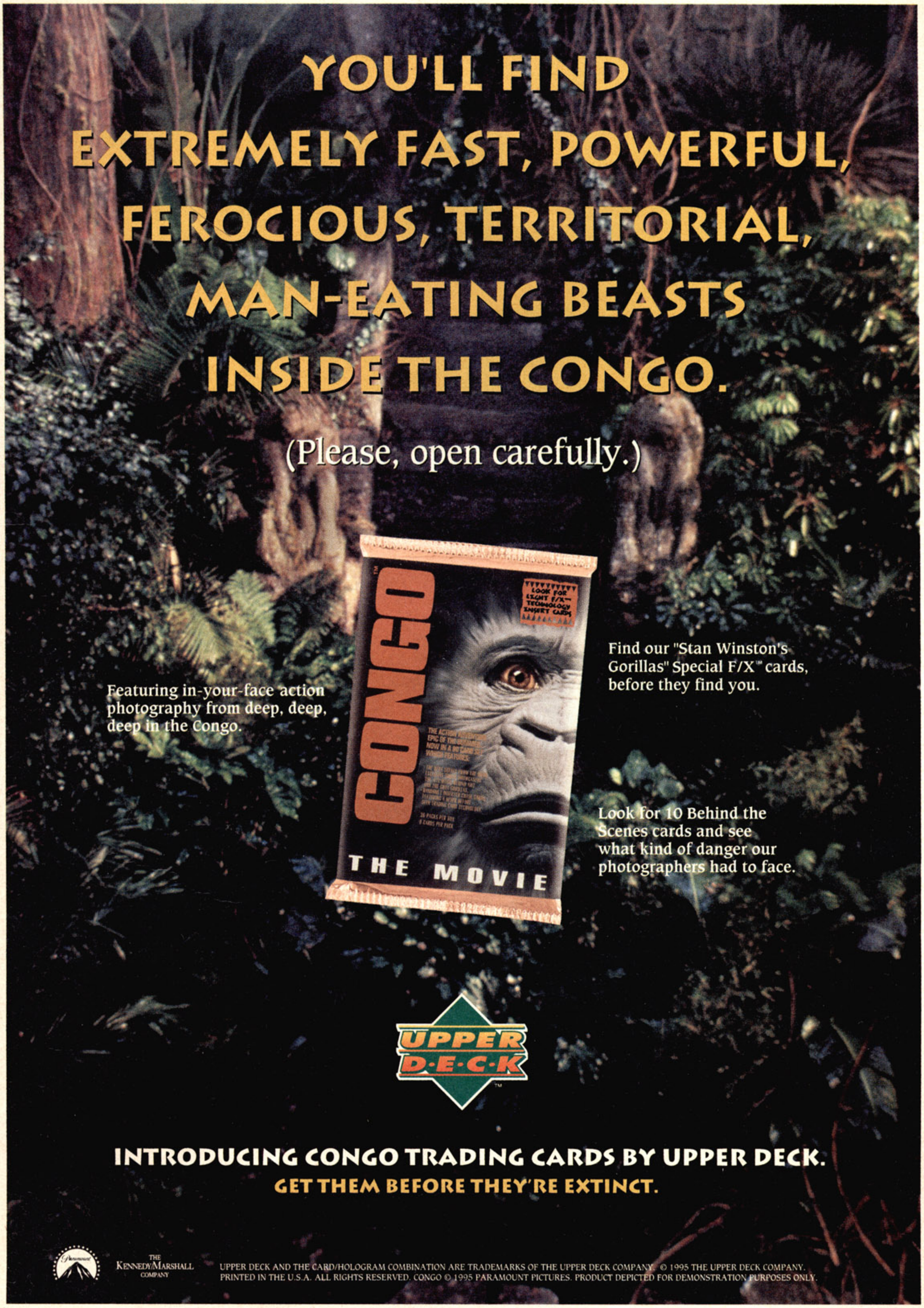
Hidden special moves, character profiles, and more for Night Warriors: Darkstalkers' Revenge (Arcade)

HSIEN-KO
DONOVAN
VS

Master Night Warriors with this move list. Page 116.

Cover: Mitchell Anthony



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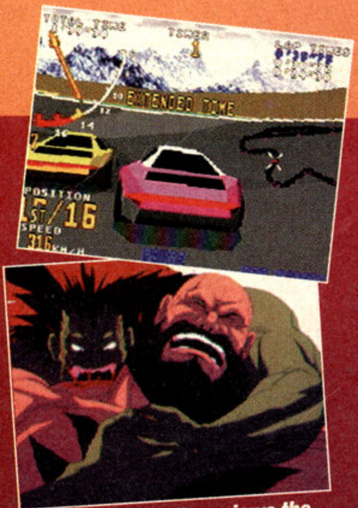
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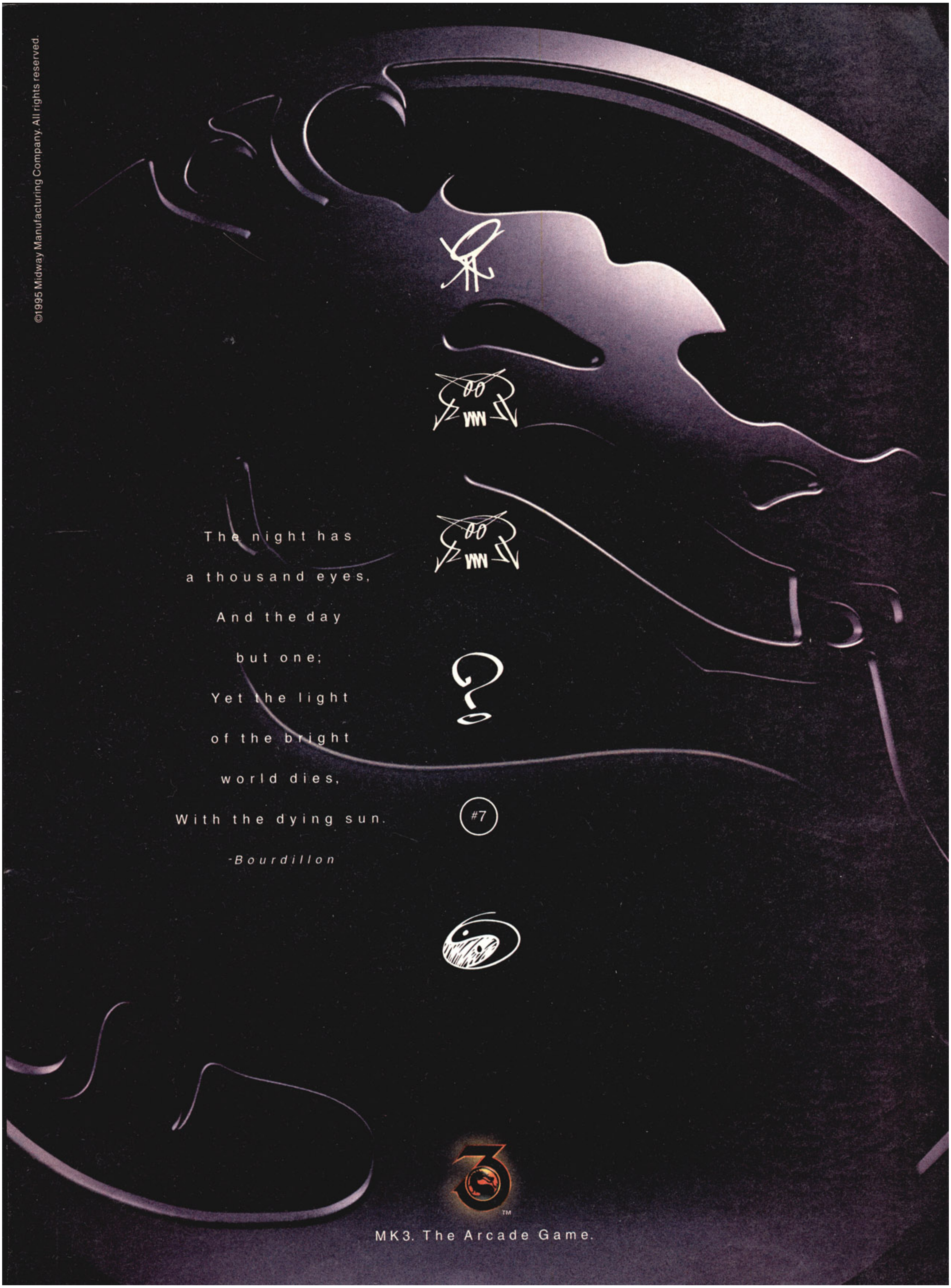

The night has
a thousand eyes,
And the day
but one;
Yet the light
of the bright
world dies,
With the dying sun.
-Bourdillon

MK3. The Arcade Game.

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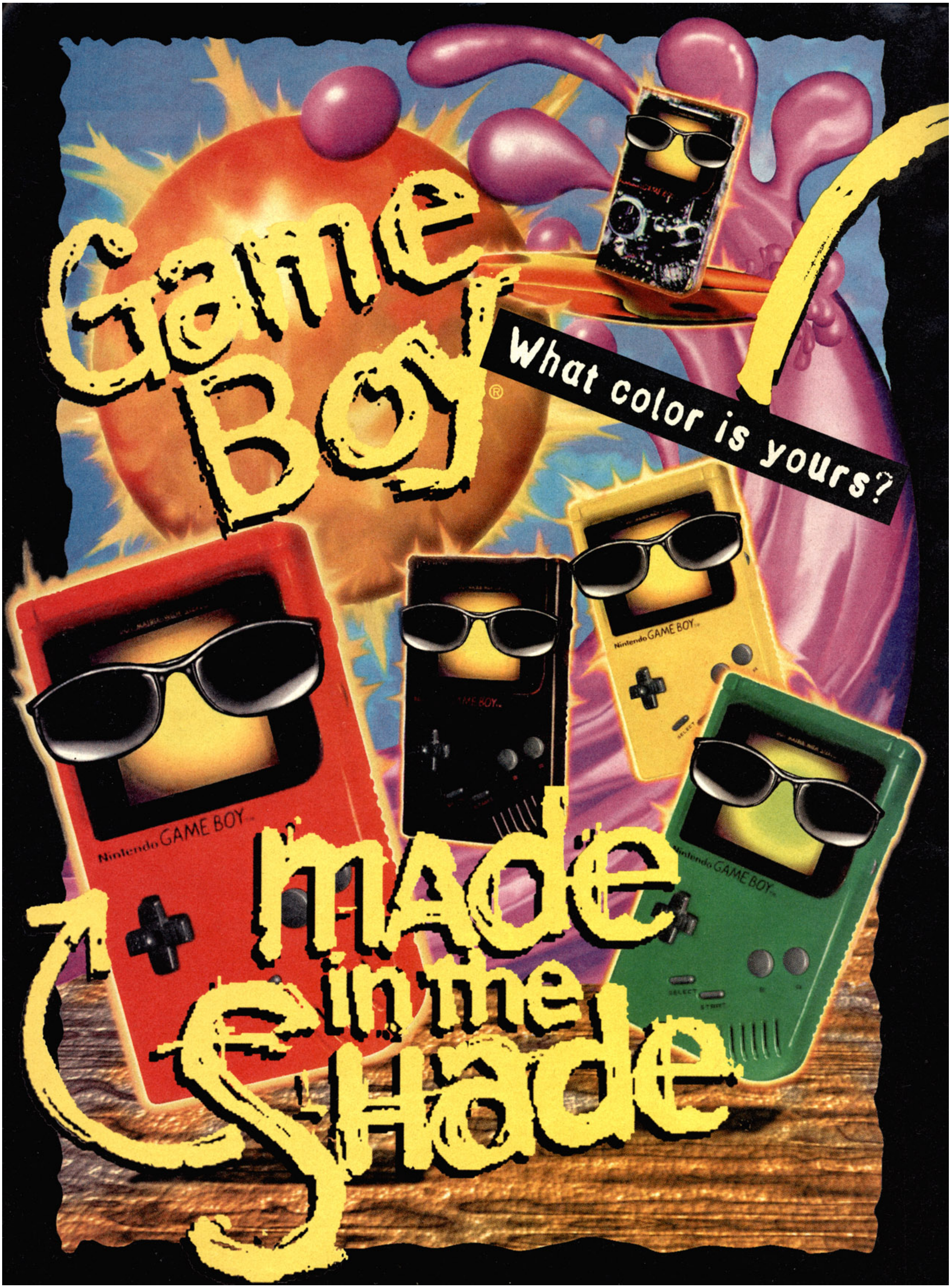
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What's the Buzz?

Every few years, courtesy of new technology, the video game industry undergoes a metamorphosis. Like the 16-bit action games that this industry created, the metamorphosis this year looks like it'll be highly explosive.

The PlayStation, Saturn, and Ultra 64 will soon join the 3DO and Jaguar on the high-end hardware pedestal. Great expectations have been laid upon this "next generation" of hardware. The companies promoting the new consoles have made some lofty – and murky – promises about what we should expect.

But the hype will give way to hardware at the Electronic Entertainment Expo (E^3), which begins May 11 in Los Angeles. The three-day trade show replaces Summer CES, and with the ever-growing presence of television and film studios in the game industry, the red carpets will be rolling out as E^3 attendees gather in Hollywood's glitzy hometown.

In the special section called "E^3: Electronic Entertainment Expo!" (see page 37), *GamePro* provides an insider's preview of the show – a rundown of the companies and products that may (or may not) justify the buzz.

The new consoles on display at E^3 should extend the fast-paced platform genre with more rendered 3D characters, a technique used recently in Donkey Kong Country. The new systems should also pack the power to handle the first-person titles that are so popular on PCs (Doom is just the tip of the iceberg). Watch for realistic flight simulators, "through-the-windshield" driving games, and innovative fighting games (like Toh Shin Den) that feature fantastic camera work. These advances are possible as the new systems claim to support more sophisticated programming techniques.

Because PC portovers will help shape this new gaming landscape, we've rounded up the hottest PC games in "The Cutting Edge" (see page 20). Many of these computer titles will surely find their way onto the new consoles.

At one time, the new technology used to create Pong, Space Invaders, and Super Mario Bros. made these games overnight sensations. The new game technology that will be revealed at E^3 is looking to do the same...and it's coming soon to a living room near you.

...Did you catch a buzz?

The GamePros
San Mateo, CA

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THE MAIL

GamePro Readers Speak Out!

Jabbin' at the Jag

I'm a disgruntled 27-year-old Jaguar owner. When it was first released, the Jag had a major advantage over the competition because it was the first 64-bit system. But Atari frittered away its edge with poor games (Dragon) and endless delays for new games. Doom and Alien vs. Predator were great, but where are the RPGs, the strategy games, and the sports titles? I got the Jag because I wanted to go beyond 16-bit gaming, but it's my 16-bit machine that I still play every day, and it's the Jag that sits in the closet. Unless Atari bends over backward to repair its reputation, I'll be trading in my Jaguar for an Ultra 64 later this year.

Martin Gonzalez
Nutley, NJ

Gideon replies:

Stand by. Atari recently announced that it's working with Williams Entertainment to bring Mortal Kombat III to the Jaguar by the spring of 1996.

Price Wars

What's the video game industry coming to? Prices are ludicrous. Games for the SNES and Genesis usually cost $60–$70, with some up around $100! Maybe this helps explain why the 16-bit systems are rapidly going downhill. If companies want to avoid another crash like they experienced in the mid-1980s, they'd better figure out a way to cut prices.

Mike Webb

I was amazed that Final Fantasy III costs $80, and Phantasy Star IV is around $99. Why are RPGs so expensive?

J. Bell
Spring City, PA

Video Head replies:

Because these games use such expensive technology, their makers have no choice but to jack up the prices. Both are huge 24-meg carts, and both come with batteries so you can save games. Phantasy Star IV also uses an expensive type of ROM, driving Sega's expense even higher. Add in how expensive these games are to create: They require large staffs of people who take lots of time to design all the art and elaborate scenes. Another key factor: RPGs aren't high-selling games. Good ones sell hundreds of thousands of copies – a decent number, but nowhere close to the top action/adventure games, which sell millions. If RPGs did sell millions of copies, their makers could afford to lower the prices. With fewer buyers, unfortunately, RPGs must have high price tags to turn a profit.

Cart Queries

Is Rocket Science coming out with a SNES version of Cadillacs and Dinosaurs?

Brock Peterson
New Hope, MN

You'll see Cadillacs and Dinosaurs only on CDs.

Tommy Glide replies:

A spokesperson for Rocket Science says it won't release its games for 16-bit systems. RS feels that CDs show off its engineering prowess better. Cadillacs and Dinosaurs may come to the Saturn and PlayStation later this year.

Whatever happened to Sonic Drift for Game Gear?

Jimmy Small
Vacaville, CA

Bonehead replies:

It came out in Japan. It was never formally announced as coming to the U.S., though there were rumors to that effect. A Sega spokesperson says "it's not in the plans."

When will Mega Man: The Wiley Wars be out?

Ryan Waldron
River Ridge, LA

Andromeda replies:

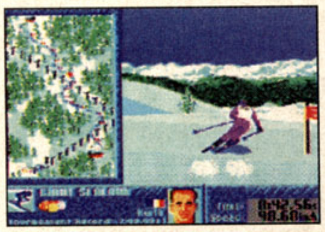
A MegaDrive cart is available as a Japanese import called Rockman: The Wiley Wars (in Japan, Mega Man is called Rockman), but for Genesis owners Wiley Wars will only be available if you subscribe to the Sega Channel. According to a spokesman at Capcom, the company has canceled plans to release it as a stand-alone cart.

Are there any skiing games for the Genesis?

Brian Endrusick
Kingston Twp., PA

Ben D. Rules replies:

Accolade's Winter Challenge has four skiing events among the eight in the game: Downhill, Cross Country, Giant Slalom, and Ski Jump. The Biathlon combines cross-country skiing and shooting.



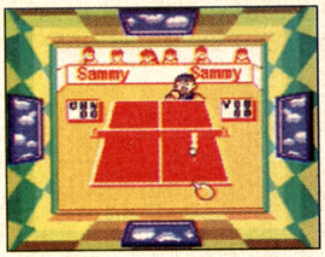
Takin' the Winter Challenge.

There are lots of tennis games available, but has anybody ever made a table-tennis game?

Harlan Jacobson
Salt Lake City, UT

Scary Larry replies:

Back in 1992 American Sammy made Battle Pingpong for the Game Boy. It didn't exactly sweep the nation, though.



Battle Pingpong on the Super GB

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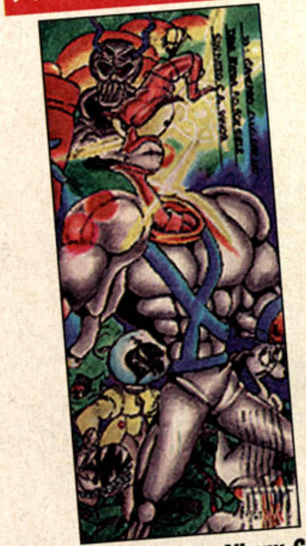
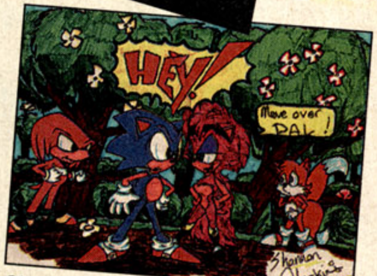
PRIZE

This month's winning artist will receive a *GAMEPRO* T-shirt!

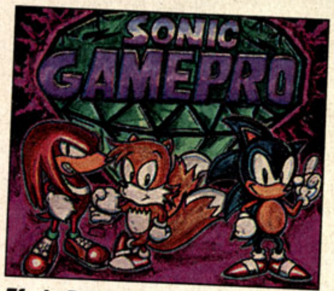
Pick of the Month



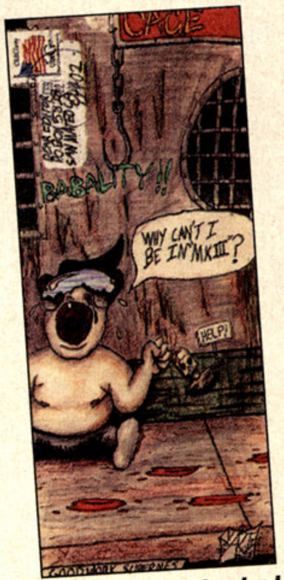
Daniel Botello, Albany, CA


HEY!
Move over PAL!
Shannon Haskins

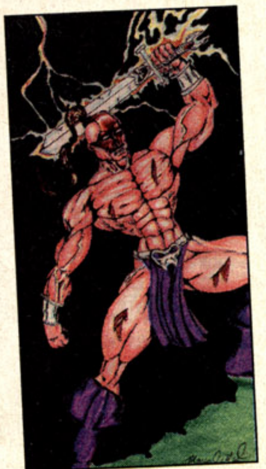
Shannon Haskins, Mt. Dora, FL



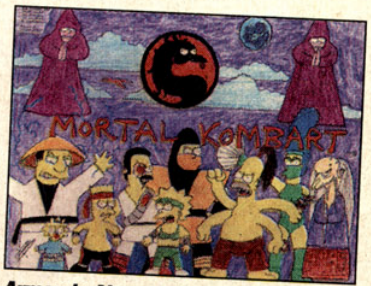
Efrain Delgado, New York, NY


CAGE
BABALITY!!
WHY CAN'T I BE IN "MKIII"?
HELP!

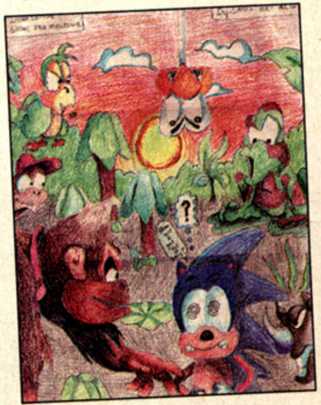
Richard Hart, St. Landry, LA



Marcus Dillar, Hollywood, FL



Armando Alvarez, Jersey City, NJ



Chris Reid, Bluefield, VA

HOT AT THE ARCADES

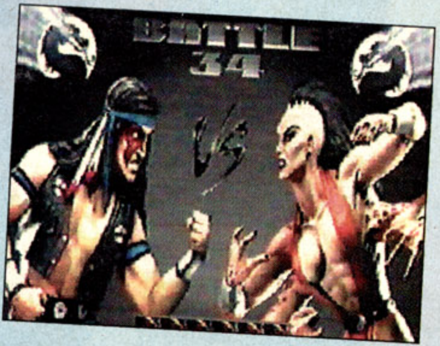
Brrrrr! ACME Storms into Reno!

Although the spring snowstorms (and the Highway Patrol) tried to stop us, *GamePro* braved it through to Reno for the American Coin Machine Exposition (ACME). The hottest game of the year, MK 3, and other contenders were on hand, so it was snow problem for us to get you these pix!

By Scary Larry and Bruised Lee

Midway

Mortal Kombat 3



The buzz was on the minute we walked through the doors. The most fanfare rightfully went to the most anticipated game of the year: MK 3! The version we looked at was about 90 percent complete, so we'll withhold judgment for now and just describe it to you.

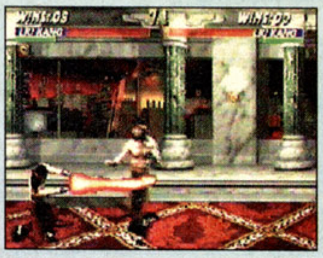
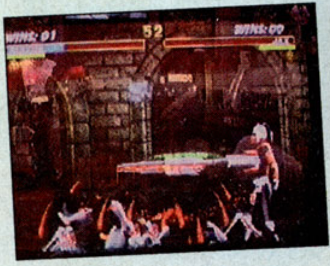
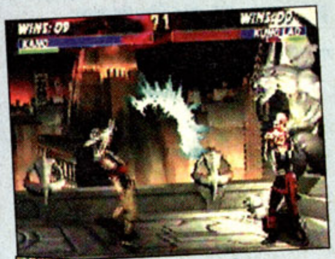
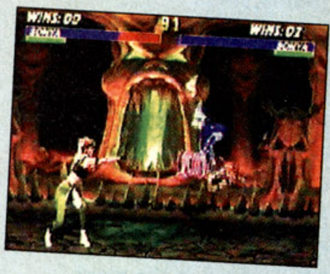
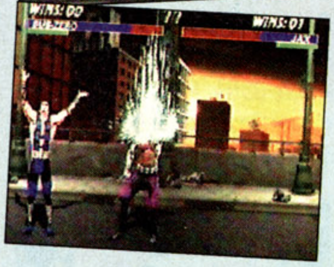
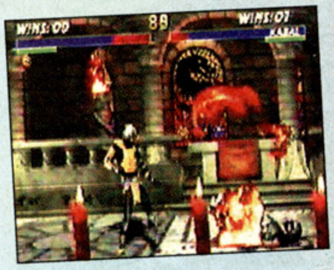
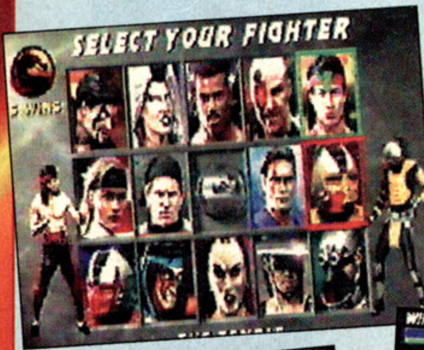
Although not the improvement that MK II was over the original Mortal Kombat, MK 3 does represent a change in the way you'll play fighting games. More combos, lots of fast action, and plenty of hidden secrets add new dimensions of play that will bring you (and your quarters) back to the game over and over again.

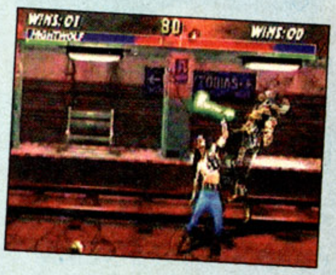
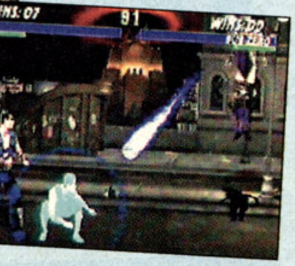
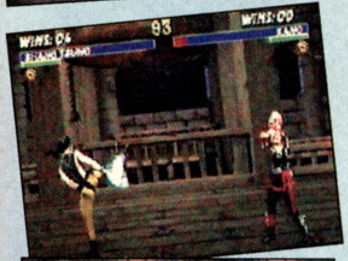
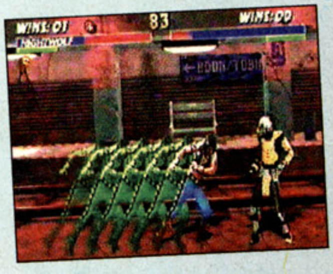
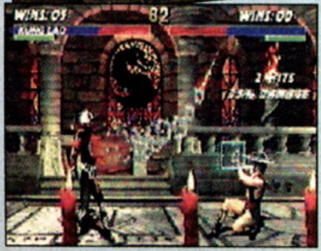
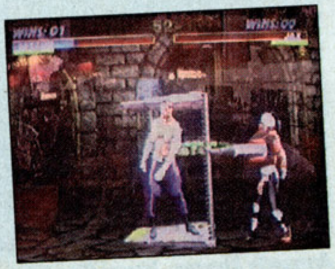
One significant change is the inclusion of a password feature. The symbols at the bottom of the screen allow players to enter a six-digit code that will add secret powers and more. The million possible combinations also give the game much more variety. Where will you get passwords? Midway plans to release them through television and print ads, as well as through the movie!

Thirteen new backgrounds, seven new characters, and seven returning characters will grace the screen. We were also told that in September a ROM update for the arcade kit will add still more characters and backgrounds.

Another important new feature is the Run button. Your kombatant can now run to break out of (or into) a fight! This move is designed to increase the pace of the action and prevent players from hiding in the corner. With the addition of multiple-hit moves, this ability translates into bone-crunching, face-smashing fun.

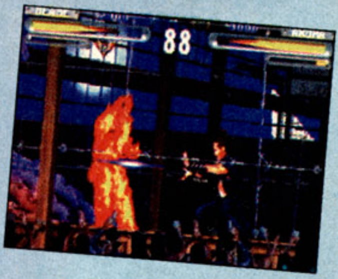
Clearly the hands-down, thumbs-up game at this year's ACME show, Mortal Kombat 3 seems ready to take on the world. Let's hope the world is prepared!

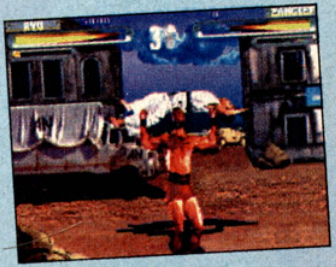








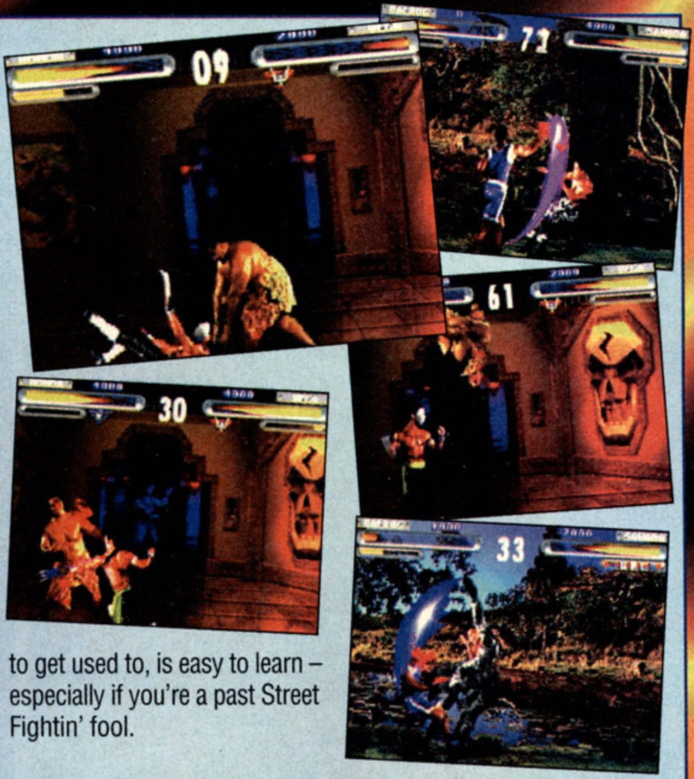







Capcom

Street Fighter: The Movie





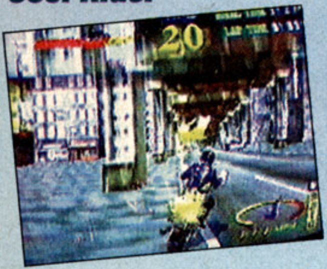


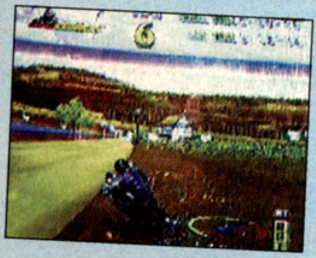
Another clear winner at the show was the new Street Fighter game that's based on the movie. Digitized images of Van Damme and the other actors from the film were incorporated into this MK-type clone. The redeeming factors are multiple-hit juggles, hidden characters and moves, a tag-team mode (where your defeated fighter is replaced by another fighter of your choice), and 35-hit combos.

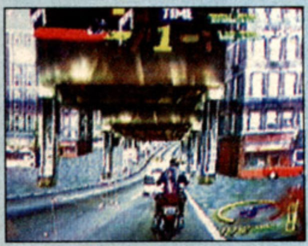
All the moves (and super moves) of Street Fighter II Turbo were included, along with three new characters (Sawada, Akuma, and Blade). The digitized graphics are crystal clear, and the gameplay, though quirky and hard to get used to, is easy to learn – especially if you're a past Street Fightin' fool.

Sega

Cool Rider

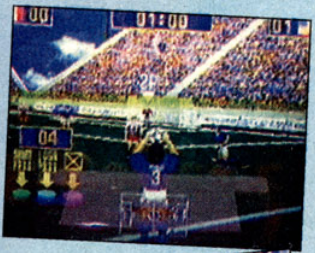


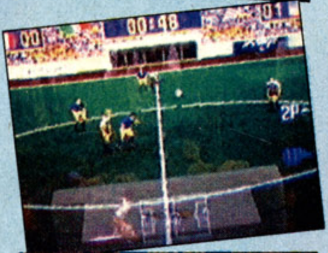


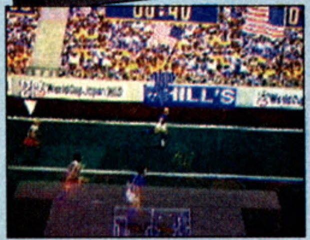


This hard-driving motorcycle game features eight drivers with different attributes and 48 stages. The game looks good and plays well.

Virtua Striker

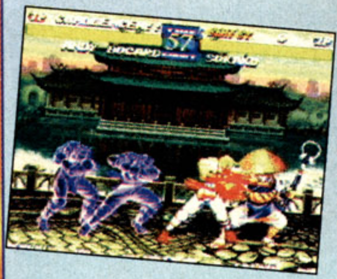






Another great-looking Sega game is Virtua Striker. This fast-moving polygon soccer game is a technological milestone. A good sports title like Virtua Striker may draw in a lot of nonsports arcade rats.

SNK

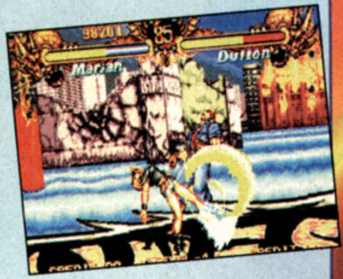


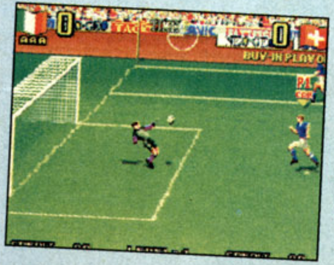
Fatal Fury 3

Fatal Fury 3 is here! Although some players were left out and others were added, it still contains all the furious fun of the others in the series.

Double Dragon

Double Dragon, based on the movie (which was based on the game), is another fighter to watch for from SNK. Great moves, great backgrounds, great game!

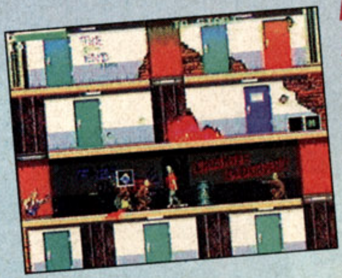




Super Sidekicks 3: The Next Glory

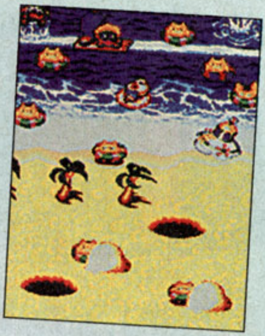
Super Sidekicks is a topnotch SNK sports title. New options and updated teams mean more fun for soccer fans.

Taito



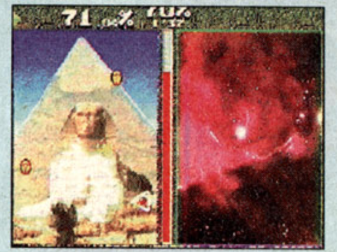
Elevator Action Returns

Taito's bringing back fond memories by revamping a slew of old favorites. Up first is the sequel to Elevator Action; fans of the original will love this upgrade.



Space Invaders '95

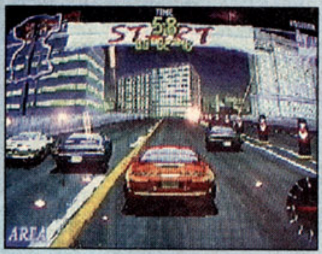
Taito also remade the classic shooter into Space Invaders '95. Looking more like Parodius than anything else, this granddaddy of games has a '90s feel.



Qix 2

Another blast from the past that's been spruced up, Qix 2's simple line-drawing strategy action is still more fun than a lot of the action in more technologically advanced games.

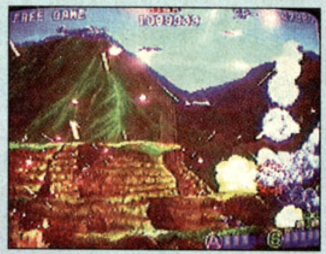
JALECO



Super Circuit

Super Circuit is the latest driving title by Jaleco. This two-player racing game uses great graphics to enhance the fast-moving driving experience.

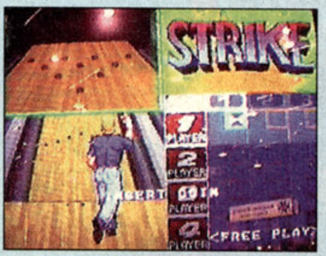
P47 Aces



A great-looking shooter with a World War II theme, P47 Aces is filled with huge explosions and more plane wrecks than a Wesley Snipes movie.

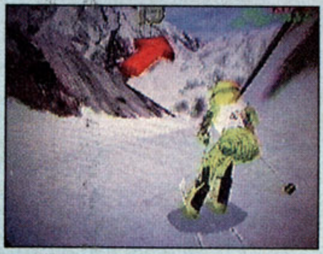
Strike Alley

Strike Alley is a stand-up arcade bowling game. Combos? Fatalities? No, just knockin' pins and throwin' strikes.



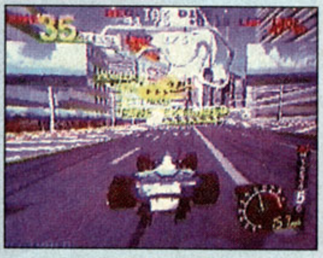
Namco

Alpine Racer



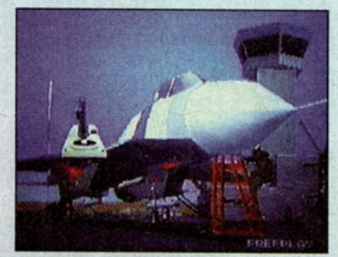
Virtual reality on ice. That describes Alpine Racer, a cross between a skiing game and the Nordic track.

Ace Drivers



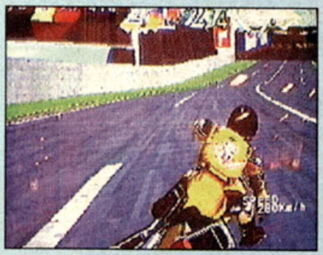
Ace Drivers is another racing game from Namco that pits you against the open road. Remember that seat belt? You will.

Air Combat 22



Need your action on the wing? How about Air Combat 22, a polygon air-combat sim from Namco?

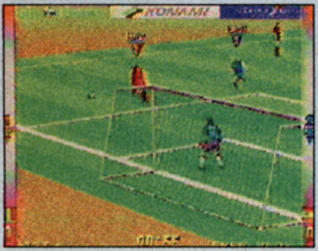
Cyber Cycles



More bike-busting fun with Cyber Cycles. This fast-moving, stomach-clenching speed demon of a game is just as much fun to watch as it is to play.

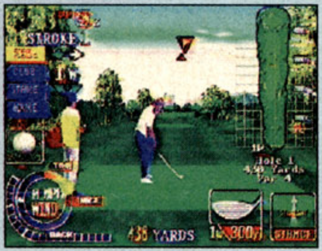
Konami

Soccer Superstars



Another soccer game, this double-cabinet unit allows fast player-to-player interaction.

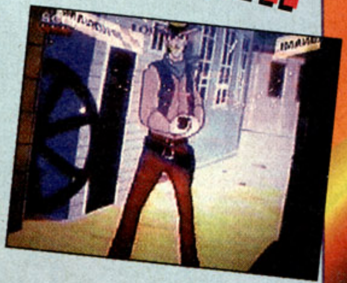
Hole in One



Golf never looked better. With gorgeous courses, great players, and a simple interface, this game putts golfing in its place.

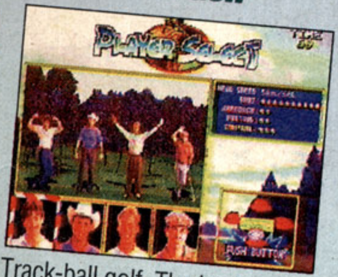
Sure Shot Sheriff

A reaction shooter similar to Mad Dog McCree, Sure Shot Sheriff's anime action will test your thumbs, eyes, and patience.



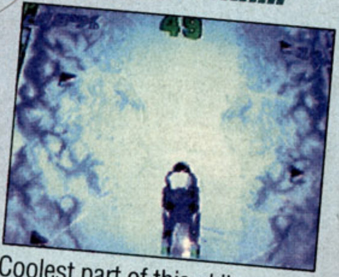
American Sammy

Eagle Shot Golf



Track-ball golf. The interface feels natural, and the game is gorgeous. We give it a fore.

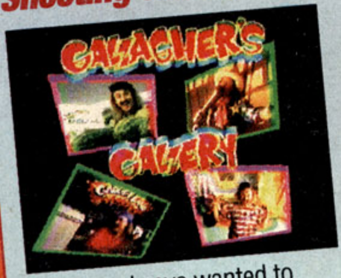
Extreme Downhill



Coolest part of this skiing game? Watching a player miss a jump and go tumbling into a ravine. Killer shredding.

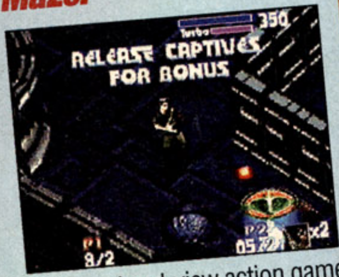
American Laser Games

Gallagher's Shooting Gallery



If you've always wanted to shoot Gallagher, here's your chance! Definitely geared toward younger quarter-crunchers.

Mazer

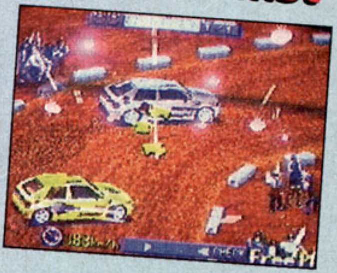


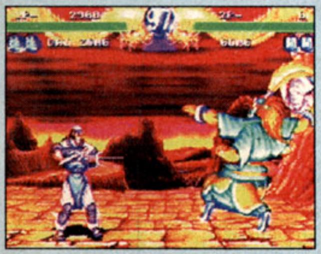
A ¾-overhead-view action game, Mazer is actually powered by a 3DO in the cabinet. It's a futuristic firefest with plenty of action and great graphics.

Data East

Backfire

A Rally-type racing game, Backfire takes you through some of the hardest courses in the world. Bounce this one around at your local arcade.

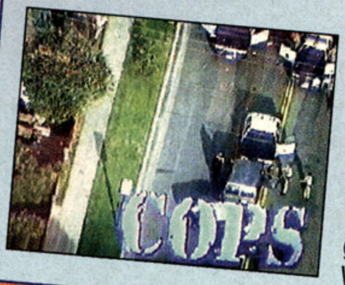




Outlaws of the Lost Dynasty

A lush-looking fighter set in ancient China, Outlaws of the Lost Dynasty takes a shot at the Kings of Kombat.

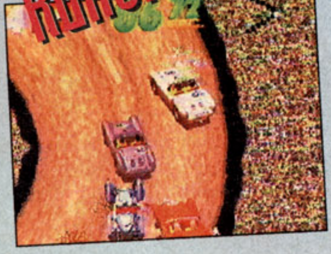
Time Warner Interactive



COPS

Based on the TV show of the same name, COPS takes the Mad Dog McCree approach to law enforcement. Split between a driving game and a shooting game, COPS is fully digitized. Whatcha gonna do?

Kaneko



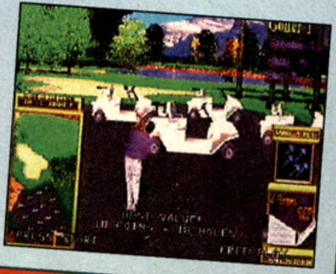
Great 1000 Mile Rally 2

A racing-game sequel from Kaneko, 1000 Mile Rally 2 is a two-player sit-down unit with potential.

Incredible Technologies

Play Golf!

Another track-ball golf game, this one tries to incorporate a more realistic yet humorous approach. Play Golf! blew the other golf games away!



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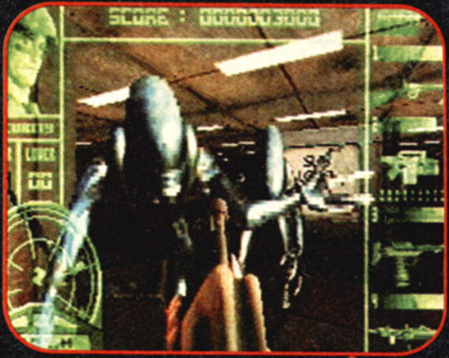
"10–Editor's Choice Gold Award."–EGM

"Best sound and best shooter–all platforms."–Game Informer



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"A masterpiece and a milestone... AVP scared the hell out of me."–VideoGames

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"Jaguar game of the year" –Game Informer & Game Players

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ZOOL 2™

"Features superior level design... the visuals are truly gorgeous."–Die Hard Game Fan.

"Zool has everything...
once you play, you're hooked." –EGM

VAL D' ISERE SKIING AND SNOWBOARDING™

"My adrenaline is pumping–I'm blown away!"
"The best skiing and snowboarding game ever created."

"The speed at which it moves is what makes it so freakin' fun."–VideoGames

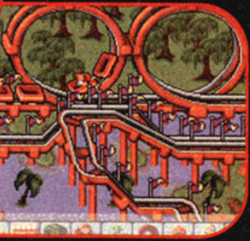
"Graphically, the art is right on."
–Die Hard Game Fan

WOLFENSTEIN™

"The best on any platform, including the PC."

"If you want riveting action, intense graphics, lots of blood and tons of glory, Wolfenstein delivers."

"It's candy for your senses."
–GamePro



THEME PARK™

"...a sardonic strategy game that honors the unique design of SimCity and Populus."

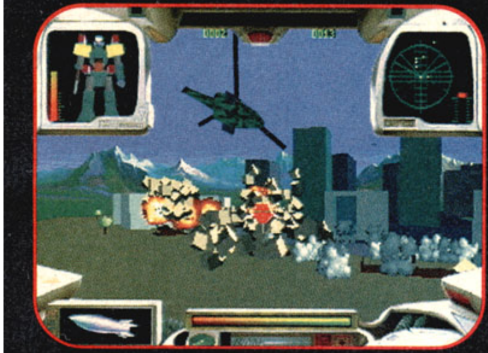
"It's worth the price of admission."–GamePro

"Anyone who enjoys designing things is gonna love this game."
–Game Players

"Recommended." –VideoGames

ATARI MADE IN THE USA Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. *Includes Jaguar and one controller. ATARI, the Atari logo, Jaguar, the Jaguar logo, Burn Out, Fight for life, Iron Soldier, Tempest 2000, Hover Strike are trademarks or registered trademarks of Atari Corporation. Copyright 1995, Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. Troy Aikman NFL Football © 1994 Williams Entertainment Inc. Tradewest™ and Troy Aikman NFL™ Football are trademarks of Williams Entertainment Inc.

COMING SOON

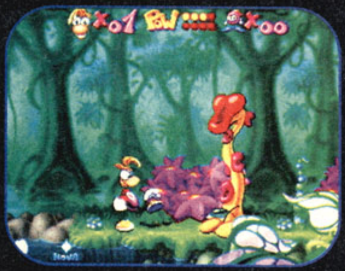


Iron Soldier™

"The best game of its kind."

"Simulation game of the year, among all hardware platforms."–Die Hard Game Fan

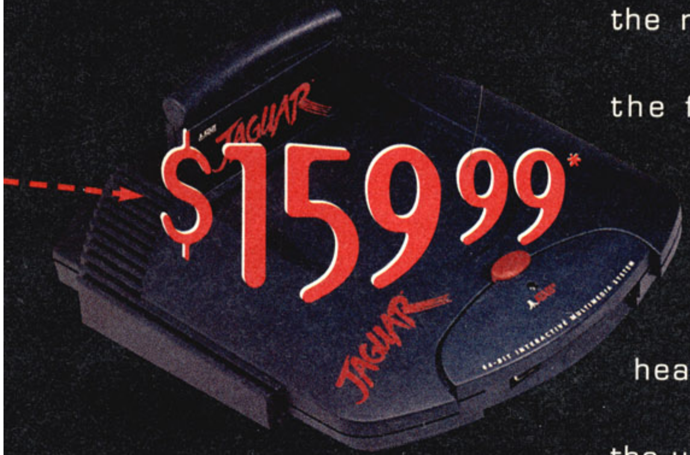
"Gripping first person game with edge-of-the-seat excitement." –GamePro



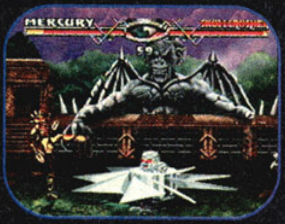
Rayman™

"The control is perfect and the artwork is phenomenal." –Die Hard Game Fan

"The whole game looks like a cartoon."–EGM

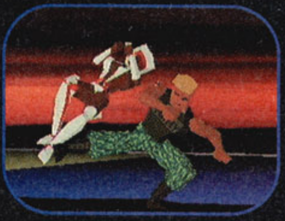


As if it weren't enough having the most killer system on the face of the earth, we created some of the most mind-blowing, head-exploding games in the universe. All you have to do is take one look at what the magazine critics have been saying and you'll know that the Atari Jaguar is where it's at.



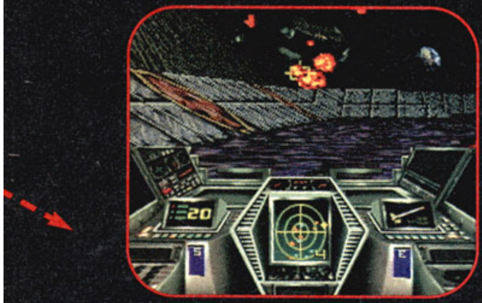
Ultra Vortex™

"The graphics in this game are mind bending...the detail is unbelievable." –Die Hard Game Fan



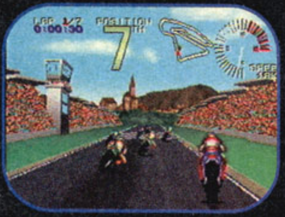
Fight for Life™

"Its super smooth graphics... texture-mapped polygons... gives Virtua Fighter a one-two punch."–VideoGames



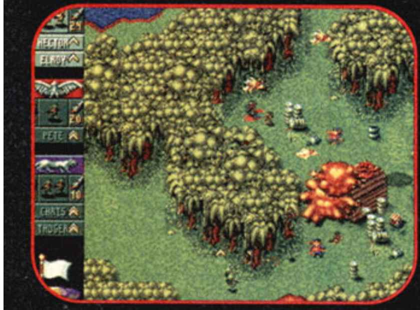
Hover Strike™

"Hover Strike should blow you away."–EGM
"With 30 fully texture-mapped 3D levels, and two-player co-op mode you simply cannot lose with this game."



Burnout™

"Redefines the term hi-octane. The fastest motorcycle racing game, bar none."–VideoGames



Cannon Fodder™

"Detailed and ultra colorful...original and just plain fun to play."–Die Hard Game Fan

"War has never been so much fun!" –EGM

JAGUAR™ DO+THE MATH

64-BIT

INTERACTIVE MULTIMEDIA SYSTEM

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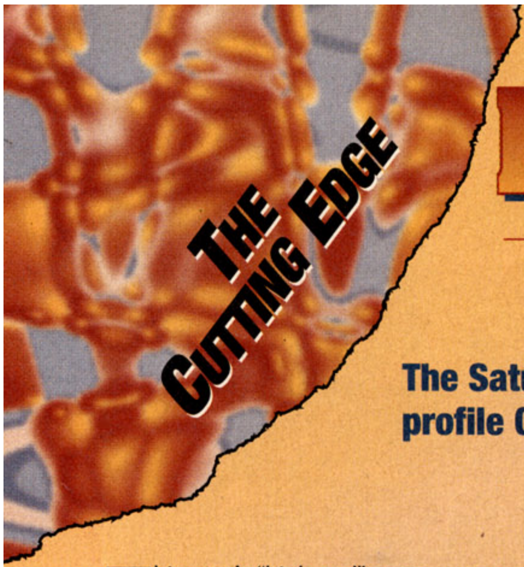


Revenge of the PC Games

The Saturn, PlayStation, Ultra 64, and 3DO Multiplayer are high-profile CD-ROM game systems, but one CD game machine could eclipse them all...the personal computer.

By The Whizz

This year's "high-end" game machines have lofty aspirations: graphics horsepower, sophisticated sound, and massive memory. But stack them up next to a honkin' 50-megahertz 486 multimedia PC, and they're brought down to size.

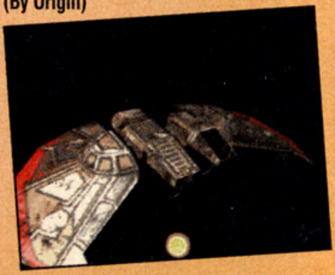
No doubt, getting into PC games can be confusing (see sidebar "It Ain't Easy Being PC"), but the rewards are worth reaping. Worlds of wonder await in games like Magic Carpet and Daedalus Encounter. And, like Doom, many PC games are destined for fame on such video game consoles as 3DO, Jaguar, Saturn, and PlayStation.

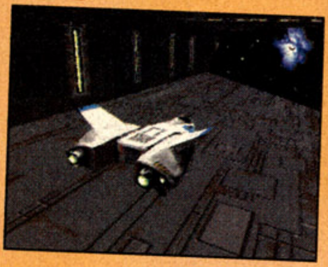
Although great games are available for Macintosh computers, the game library is larger, deeper, and much more popular for Windows and MS-DOS PCs. PC games are available as CDs, floppy disks, or both.

If you want to be on the cutting edge of gaming, the PC is the platform to watch. Here are some hot PC CD titles that gamers everywhere will want to challenge.

Wing Commander III: Heart of the Tiger

(By Origin)

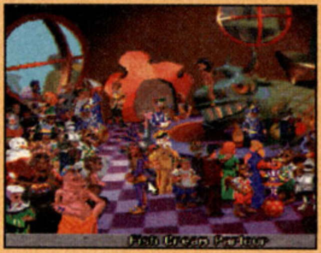




The Kilrathi cats are back! Like every Wing Commander game, WC III features fierce first-person flying as you lead mankind's fight back from oblivion. The famous Wing Commander cinematics sport live action with movie stars such as Mark Hamill (*Star Wars*) and Malcolm McDowell (*A Clockwork Orange*).

Kyrandia Book Three: Malcolm's Revenge

(By Westwood Studios/Virgin)

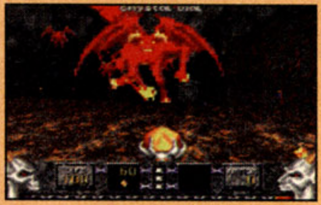


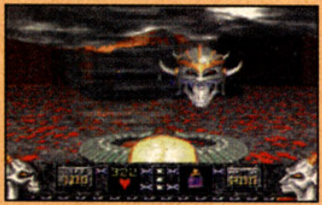
You play Malcolm, a wizard who's just escaped from wizard's jail, in this third installment of the interactive graphic adventure that's set in the wacky world of Kyrandia.

Wacky? Through 80 cartoony scenes, you deal strange magic, do time in jail, become a revolutionary, play on water slides, make fish-cream sandwiches, and see Elvis.

Heretic

(By Id Software/Raven)

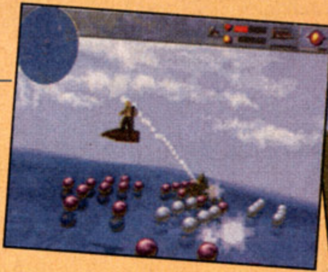


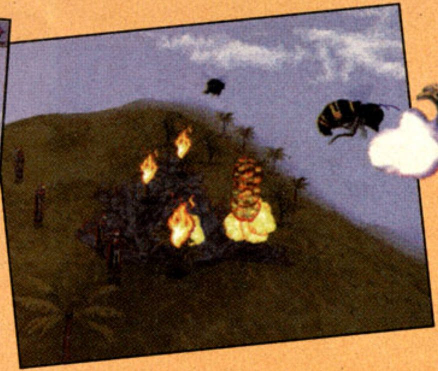


This Doom clone from Doom's creators is set in an ancient fantasy land. Trade in your firearms for magic spells and fry weird creatures face-to-whatever across three areas, including City of the Damned and Hell's Maw. Not for the faint of heart.

Magic Carpet

(By Electronic Arts)

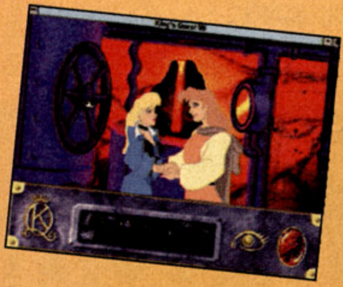




This mystical flight sim has no control panels and no cockpit – just a first-person view as you ride a magic carpet through awesome landscapes and expanses of open air. Toss fireballs and cast 20 spells across 50 levels to dust the carpets of evil magicians.

King's Quest VII: The Princeless Bride

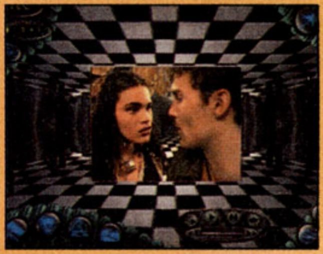
(By Sierra)



This is the latest installment in a classic RPG saga. As the Princess Rosella, you jump through a magic portal to seek fortune and glory in six strange lands. (You can't go wrong with King's Quests I through VI, either.)

Club Dead

(By Viacom)



Virtual reality not dangerous? Right. Just step into Club Dead, a futuristic whodunit set in a bizarre, rendered 3D VR resort where all the zoned-out guests are hooked on V... that's virtual reality. Expect to experience fearsome hallucinations and strange VR trips.

From Platform to PC

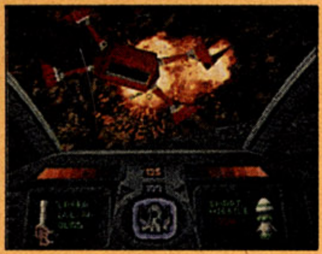
Many video games and coin-op titles are porting to PCs this year. Here's a sampling.

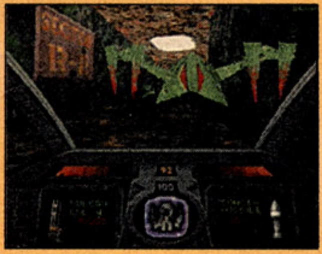
- Mortal Kombat II (Acclaim)
- Primal Rage (Time Warner)
- FX Fighter (GTE Interactive)
- Burn: Cycle (Philips)
- Supreme Warrior (Digital Pictures)
- Slam City Starring Scottie Pippen (Digital Pictures)
- Deep Space Nine (Viacom New Media)
- Quarantine (GameTek)

PROTIP: Check out* Electronic Entertainment *magazine for the latest info on PC games.

Descent

(By Interplay)

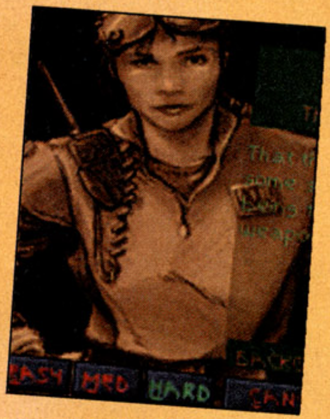


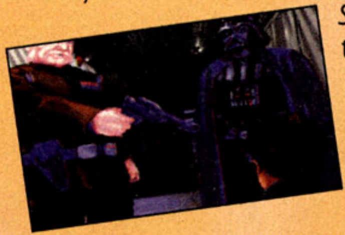


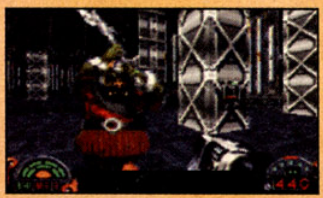
Time to get down...way down as Descent plunges you deep into the Earth's core. You get 30 levels of first-person view alien-zapping, but the aliens study your gameplay and adjust their tactics!

Dark Forces

(By LucasArts)



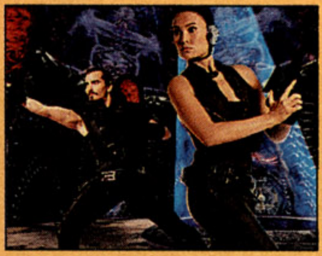


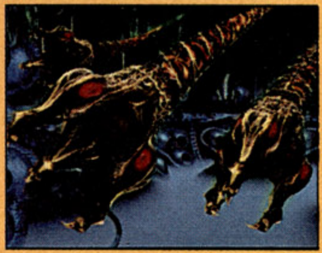


Star Wars lives! In this action/adventure game, you play an agent with the covert Rebel Alliance, and you must search 12 worlds to destroy a devastating Imperial weapon. Watch out for a new breed of Stormtroopers called Dark Troopers!

Daedalus Encounter

(By Virgin)

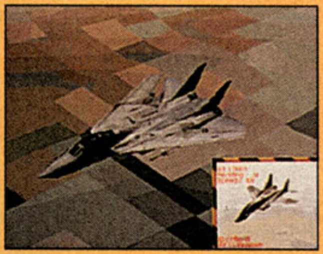


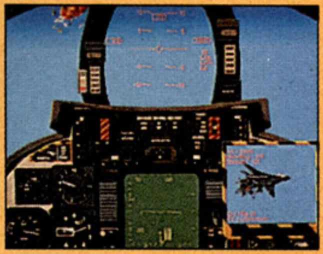


In the 22nd century, you and your two heavy-metal space salvage pals discover a weird living spacecraft. Unfortunately, it traps you inside and blasts off for a hot date with a blazing star. Speaking of stars, the digitized graphics star Tia Carrere of *Wayne's World*.

Top Gun

(By Spectrum HoloByte)





If you like your flight sims down to earth, leap into the cockpit of this F-14 Tomcat. Unlike most flight-based games, this one's story line is lifted from the *Top Gun* movie.

It Ain't Easy Being PC

What do you need to play PC CD games? If you don't already own a PC, the first thing you need is about $2000! (And you thought the 3DO was pricey.) Head down to the local computer store and start studying up on personal computers.

For the games listed here you need:

- Either an IBM-compatible PC with a 486 processor running at 50 megahertz or a Pentium PC
- At least 8 megabytes of RAM
- At least 20 megabytes of hard disk space (the more, the better)
- Double-speed CD-ROM drive (or faster)
- MS-DOS 5.0 (Microsoft Windows is also required to run some games)

PROTIP: Before you buy a PC game, check the box for minimum system requirements. You can also call game companies to see if your system's up to the task.

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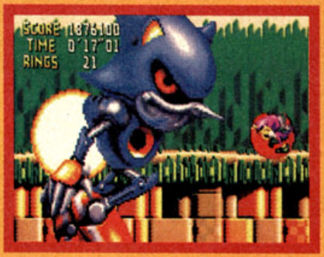
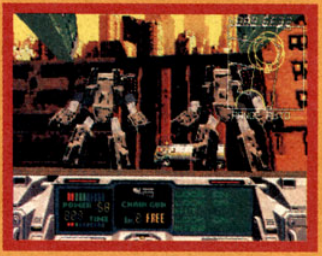


Sega's Knuckles Chaotix™

Genesis™ to the X-treme!



Sega's Metal Head™

AMMO HEALTH ARMOR
497 100% 200%

Id's Doom™ by Sega

You've already got the coolest 16-bit videogaming system ever, right? Now take the next step up to the universe of 32X™, the only 32-bit upgrade for the Sega™ Genesis™ system.

"What are you waiting for?
Make the connection!"

It's real arcade quality gaming without having to re-build your system from scratch. Faster action. Eye-hammering graphics. And an endless stream of the hottest new games as only Sega™ can bring them to you.

Digital Picture's Slam City
Starring Scottie Pippin™

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95
06 WINS
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Mortal Kombat®II by Acclaim®

And if 32X™ can do this for your Sega™ Genesis™, imagine what it could mean for your Sega CD™!

Sound X-citing? Then get out there and add it up for yourself!

Other Titles Coming Soon:

SEGA: VIRTUA FIGHTER™, X-Men™, Ratchet & Bolt™, Kolibri™, 32X-Treme™, Zaxxon's Motherbase 2000™, World Series Baseball™ and Prime Time NFL Football™ INTERPLAY: Casper™ and Star Trek®-Starfleet Academy™ TIME WARNER INTERACTIVE: RBI™ Baseball '95 and Primal Rage™ VIRGIN INTERACTIVE: The Adventures of Hollywood SPOT© ACCLAIM: NBA® Jam™-T. E. ELECTRONIC ARTS: Toughman Contest® and FIFA '96 US GOLD: Thunderhawk 2 ...AND MANY MORE!

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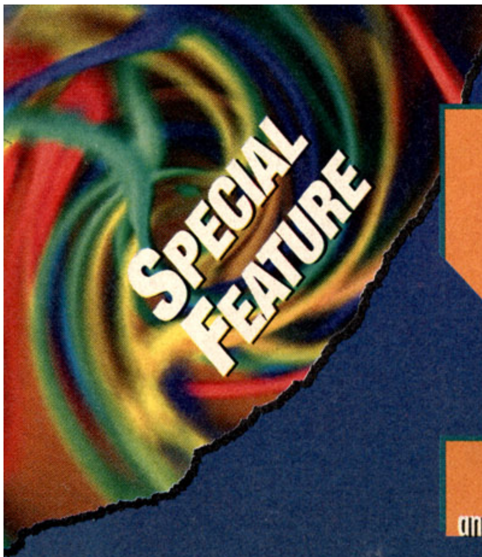


Surf's Up!

Online Video Game Information, Part 2

Other players are sometimes the best source of codes, tips, and tactics. Even if they live in another state or country, you can easily contact them when you're riding the information superhighway.

By Manny LaMancha

[Last issue, we showed you how to contact video game companies online for game information. Part Two of this two-part series helps you track down tips and tactics from other players.]

With the spate of hidden moves and combos in games like Mortal Kombat and Killer Instinct, the collected knowledge of other players comes in handy. If you're among the Internet's online surfers, you've just increased your collective knowledge several million fold. Not bad for a player who wants to stay ahead of the game.

The "wired" gamers are spurring the online information exchange. On any given day, the Net carries postings from other players that include strategy guides, move lists, walkthroughs, and FAQ (frequently asked questions) files on the hottest games.

Below we've listed a few of the places you can find game tips, codes, and conversation from other players. Because file directories often change on the Internet, a site included here may have changed by the time you read this.

Everything You Need

Looking for moves to the latest version of Killer Instinct? A good place to begin your online search is with the Internet's 23 video game-related Usenet newsgroups. Gamers carry on discussions in "threads," which are strings of messages on the newsgroup's subject. Not only can you talk to other players, but often players will post their move lists and FAQs to Usenet first.

Next Stop: FTP Sites

Usenet is a volatile place for text: The messages consume so much storage space that most sites keep them only about two weeks. If an FAQ or move list isn't posted regularly to Usenet, where else can you find it? That's where FTP (File Transfer Protocol) sites come in.

Available through some

From Killer to the Classics

The addresses below are a sampling of the locations where you can find game information, such as gameplay hints, tips, and tactics, and also participate in online discussions with other gamers.

Usenet

Not all the Usenet groups listed may be accessible to you because not all sites carry the "alt" groups. Talk to your Internet provider to see if any missing ones can be added.

alt.games.ki
alt.games.lynx
alt.games.mk
alt.games.sf2
alt.games.video.classic
alt.music.video-games
alt.video.games.reviews
alt.videogames.neo-geo
rec.games.pinball
rec.games.vectrex
rec.games.video
rec.games.video.3do
rec.games.video.advocacy
rec.games.video.arcade
rec.games.video.arcade.collecting
rec.games.video.atari
rec.games.video.cd-i
rec.games.video.cd32
rec.games.video.classic
rec.games.video.marketplace
rec.games.video.misc
rec.games.video.nintendo
rec.games.video.sega

FTP Sites

The format to access these FTP sites is "<FTP site> in <directory>."

Arcade and video game FAQs and move lists:
ftp.netcom.com
/pub/vi/vidgames/faqs/

Fighting-games archive:
brawl.mindlink.net
/pub/

Pinball files:
ftp.mcs.com
/mcsnet.users/sigma/pinball/

Various arcade game files:
wiretap.spies.com
/game_archive/

Various video game files:
cica.cica.indiana.edu
/pub/video/sega/

World Wide Web

Browse through this cross-section of Web pages begun by gamers.

Atari Jaguar:
http://www.bucknell.edu:80/~svensson/

Game Boy:
http://www.cs.umd.edu/users/fms/
GameBoy/

Japanese PlayStation:
http://stanmor.tnova.co.jp:
10080/PS/PS.html

Mortal Kombat (in U.S.):
http://www.mit.edu:
8001/people/jevans/mk/mk.html

Saturn:
http://128.95.248.147/

Sony PlayStation:
http://bert.cs.byu.edu/~jaguar/psx.html

Various video game info:
http://www.essi.fr/~buffa/
videogames.html

Mailing Lists

A few active mailing lists you can subscribe to:

Jaguar mailing list: Send a message to listserv@ctrc.idde.saci.org with the message "subscribe jaguar-l <yourfirstname> <yourlastname>."

SNES mailing list: Send mail to snes-l-request@io.com with "subscribe snes-l" in the message body.

Moderated general gaming list: E-mail vidlist@aol.com with the word "SUBSCRIBE" (in all capital letters) as your subject line.

Commercial Networks

Type the following keyword or command to access the online service's video games forum:

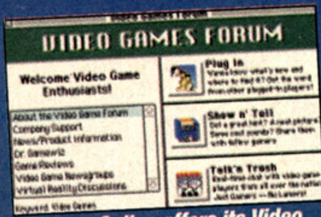
America Online: VIDEOGAMES
CompuServe: GO VIDGAM
Delphi: GO ELE WOR

Glossary of Online Terms

FAQ – Acronym for "frequently asked questions." FAQs are text files that answer the questions that people most often ask, such as moves for a game or how to win a game using a specific character.

Flame – A message that attacks a person or their position.

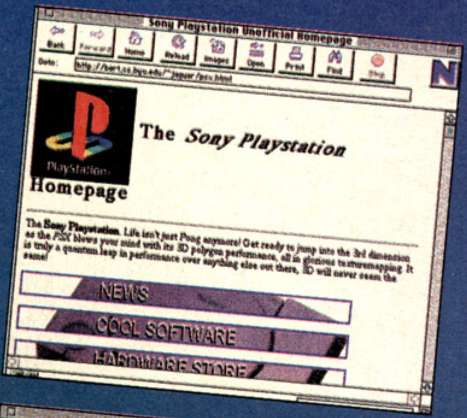
FTP – Acronym for "File Transfer Protocol," which is the method on the Internet to transfer files from other sites.


VIDEO GAMES FORUM

Welcome Video Game Enthusiasts!

About the Video Game Forum
Company Support
News/Product Information
Dr. Gamewiz
Game Reviews
Video Game Newsgroups
Virtual Reality Discussions
Keyword: Video Games
Plug In
Show n' Tell
Talk'n Trash

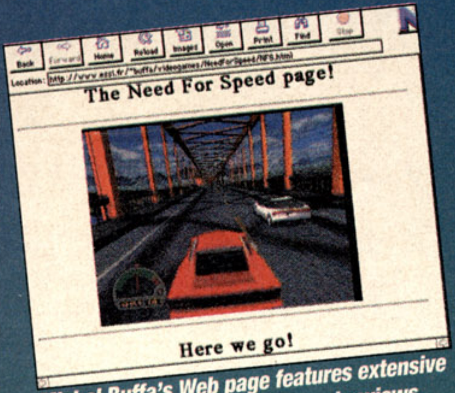
America Online offers its Video Games Forum, which is constantly growing with the system.


Sony Playstation Unofficial Homepage

The *Sony Playstation* Homepage

The **Sony Playstation**. Life isn't just Pong anymore! Get ready to jump into the 3rd dimension as the *PSX* blows your mind with its 3D polygon performance, all in glorious texturemapping. It is truly a quantum leap in performance over anything else out there, 3D will never seem the same!

Back
Forward
Home
Reload
Images
Open
Print
Find
Stop
PlayStation
NEWS
COOL SOFTWARE
HARDWARE STORE

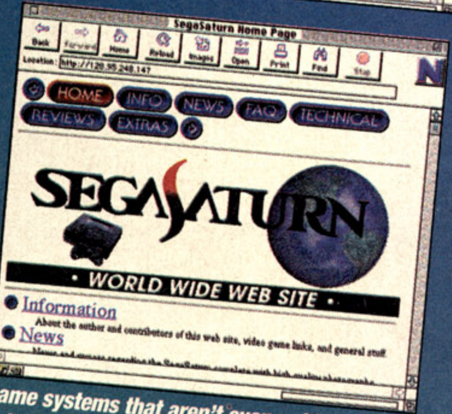

Location: http://www.essi.fr/~buffa/videogames/NeedForSpeed/NFS.html

The Need For Speed page!

Here we go!

Back
Forward
Home
Reload
Images
Open
Print
Find
Stop

Michal Buffa's Web page features extensive game information, pictures, and reviews.


SegaSaturn Home Page

Location: http://128.95.248.147

Back
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Reload
Images
Open
Print
Find
Stop
HOME
INFO
NEWS
FAQ
TECHNICAL
REVIEWS
EXTRAS
SEGA SATURN
• WORLD WIDE WEB SITE •

● Information

About the author and contributors of this web site, video game links, and general stuff.

● News

Game systems that aren't even out in the U.S. yet, like the PlayStation and Saturn, get coverage on the Web.

Internet providers to their users, FTP sites are like remote hard drives that store files that others can access. One such site is ftp.netcom.com in /pub/vi/vidgames/faqs/, which is maintained by Andy Eddy, *GamePro* contributing editor and author of *Internet After Hours.* Eddy's rapidly growing site stores a vast number of FAQs and move lists. If you don't know how to FTP, get help from someone at your site. Methods can vary from site to site.

Caught Up in the Web

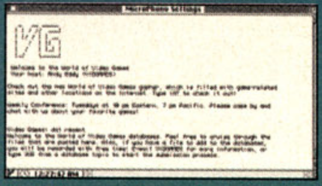
Some game enthusiasts are also "publishing" their own home pages on the World Wide Web, with detailed text and images of games. Best of all, the pages are often interconnected, so you can find new sites by surfing through the links.

Infomaniacs

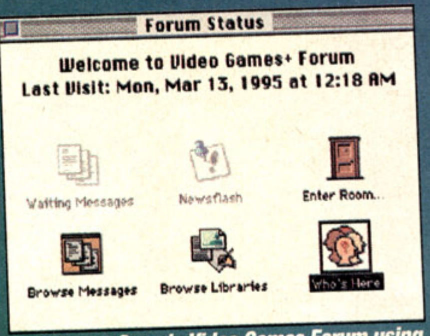
Mailing lists are like Usenet, except the delivery is different. You subscribe to a mailing list, which covers a particular topic, and automatically receive e-mail messages from others interested in that topic.

Some lists are moderated, meaning that messages are checked at the central list-server that dispatches the postings. This weeds out "flames" (messages attacking a person) and unwanted posts, but can also delay message flow.

Subscribing usually involves sending a message to the list-server's address and including the word "subscribe" in the text.



Delphi's easy-to-navigate World of Video Games is a bit plain for most gamers, but Delphi promises an improvement in its user interface.


Forum Status

Welcome to Video Games+ Forum

Last Visit: Mon, Mar 13, 1995 at 12:18 AM

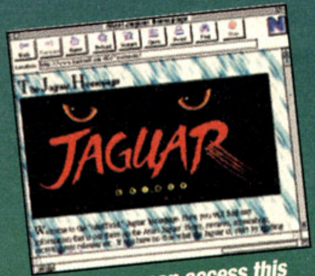
Waiting Messages
Newsflash
Enter Room...
Browse Messages
Browse Libraries
Who's Here

Visit CompuServe's Video Games Forum using Compuserve Information Manager software.

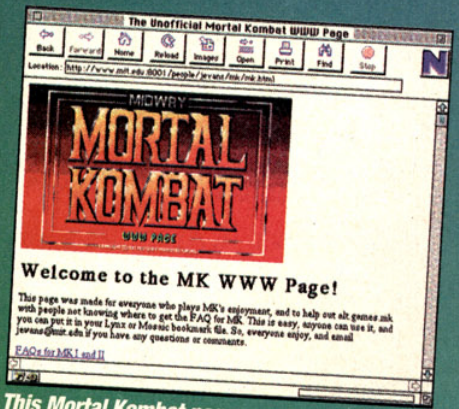
Gotta Pay To Play

The commercial online services have their own video game forums and Internet links that give you the best of both worlds. Keep in mind, though, that the more time you spend online with the commercial services, the more your monthly bill increases.

These game forums offer message boards, file libraries, and real-time conferences. Check out each one to see what you can get, then weigh that against the cost. **G**


The Jaguar Homepage
JAGUAR

Jaguar fans can access this Web page for screens of games and news from the Atari front.


The Unofficial Mortal Kombat WWW Page

Location: http://www.mit.edu:8001/people/jevans/mk/mk.html

Back
Forward
Home
Reload
Images
Open
Print
Find
Stop
MIDWAY
MORTAL KOMBAT
WWW PAGE

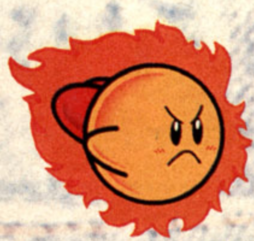
Welcome to the MK WWW Page!

This page was made for everyone who plays MK's enjoyment, and to help out alt.games.mk with people not knowing where to get the FAQ for MK. This is easy, anyone can use it, and you can put it in your Lynx or Mosaic bookmark file. So, everyone enjoy, and email jevans@mit.edu if you have any questions or comments.

FAQs for MK I and II

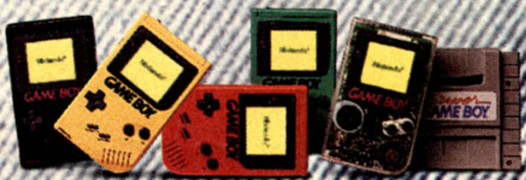
This Mortal Kombat page covers everything a Mortal Kombatant wants to know, including up-to-date info.

Next one to call them "cute" gets a fireball in the butt.



What's that smell? Oh, it's your butt. Sizzling, scorched and smoking. You made the tragic mistake of thinking Kirby's new buds were harmless stuffed animals. Man, were you burned. This is Kirby's Dream Land 2® for Game Boy® and Super Game Boy®, and you're in the hot seat. Kirby's scraped under the desk of the animal kingdom and come up with a handful of down and dirty allies. They may look adorable, but they make Kirby deadlier than ever. Meet the owl that slings boomerang feathers. Shake fins with a fish that lets Kirby swallow under water. Kneel before the hamster that coughs up white-hot spheres of justice. "Cuddly"? Hardly. So hike up that asbestos underwear and watch your language.

Nintendo®



©1995 Nintendo of America, Inc.

KIRBY'S DREAM LAND 2
GAME BOY
KIRBY'S DREAM LAND 2
Nintendo
KIDS TO ADULTS
K-A
AGES 6+
PLAY IT LOUD

COVER FEATURE

Saturn Rises in America

At last! Sega believes America's ready to blast off for 32-bit gaming!

By Eye Spy

The first light of a new day is about to shine upon video games. On "Saturnday" – September 2, 1995 – the Sega Saturn officially kicks off in the U.S. With an announced price range between $350–$450, the Saturn makes Sega the first company to reveal its cards in the high-stakes video game showdown with Sony and Nintendo.

That Old Black Magic

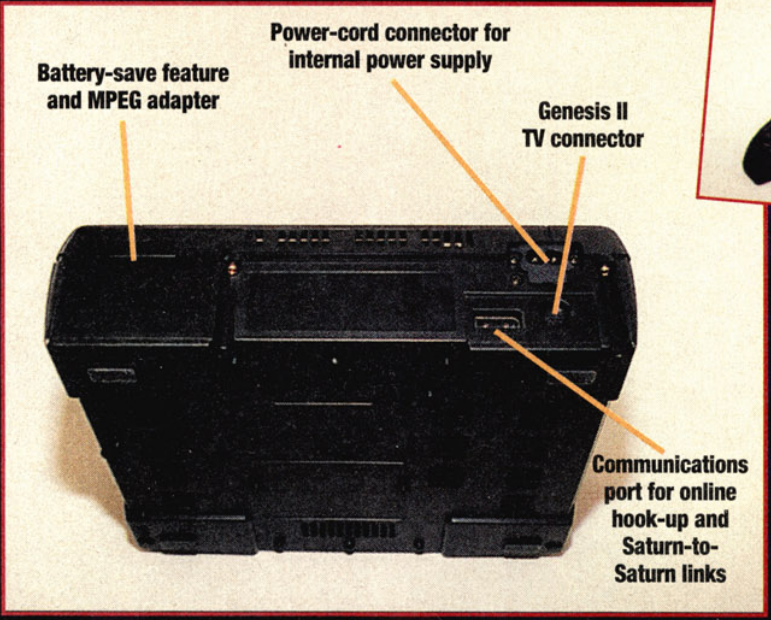
The Sega Saturn will be virtually identical to the Saturn released in Japan (see "Overseas ProSpects," March), albeit with the standard Sega of America black plastic casing. American systems, however, will not play Japanese games.

The Saturn arrives with major gameplaying muscle. Eight processors, including three custom 32-bit Hitachi RISC (reduced instruction-set computing) processors, will power the onscreen action. Additionally, a custom 16-bit soundboard should drive some monstrous audio. The Saturn also contains its own version of Sega's Titan Arcade Architecture, so Sega arcade games could make a quick and easy transition into your home. A full-motion-video (MPEG) adapter has been announced for Japanese units, and though no U.S. announcement has yet been made, the U.S. version houses a similar adapter slot. On top of that, the Saturn has a communications port that will enable you to connect to online information services (such as the Internet) and may eventually be used for Saturn-to-Saturn gameplay and connections to interactive cable TV!

The unit's footprint is only slightly larger than the old Genesis (model one). CD games load from the top into the center-mounted double-speed disc drive. The only other prominent external feature is a top-mounted cartridge slot that is designed for a RAM cartridge. Sega definitely has no plans to create Saturn cartridge games, though it's silent on the subject of 32X compatibility.

Welcoming the Next Level

So the game's forever changed, even if the players remain more or less the same. Gamers everywhere should get ready to take the next step up the evolutionary ladder.

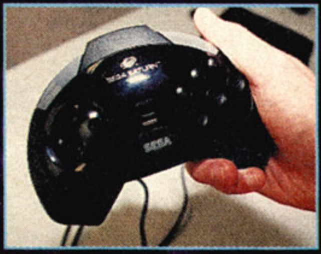

Battery-save feature and MPEG adapter
Power-cord connector for internal power supply
Genesis II TV connector
Communications port for online hook-up and Saturn-to-Saturn links

The Saturn will use a Genesis II TV connector, which means TVs without AV inputs will require a special RF adapter.

The Sega Saturn!

SEGA SATURN
BACKUP

The Saturn cartridge slot is designed only for this backup RAM cart.



The Saturn controller takes on a definite stealth fighter look with eight gameplay buttons, two mounted in the front. Notice the unusual directional-pad surface. One controller's packed in the box.

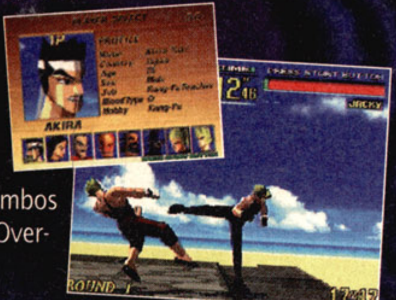
For some games, the six-player adapter can be daisy-chained with another six-player adapter!

Saturn Games

What games can you expect to play come "Saturnday"? We found out about some of the Saturn's 20 expected titles.

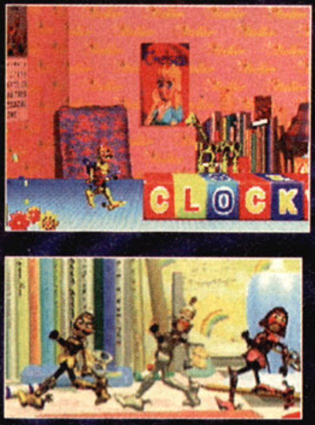
Twenty games will arrive with the Saturn, according to Sega of America, including ten from Sega itself. By Christmas, Sega expects 100 games to be available.

Virtua Fighter



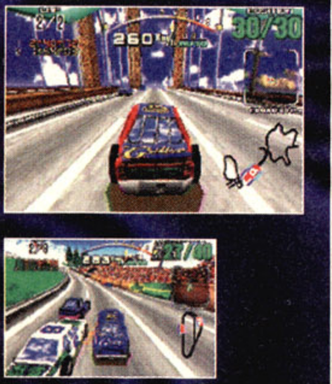
Oh yes, it's Virtua! All eight polygon fighters and Boss Drul are present, with their moves (roughly 700) and combos intact. (For ProReview, see "Overseas ProSpects," March.)

Clockwork Knight



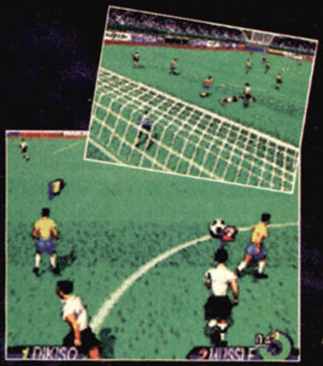
The toys take over in this fantasy and action jaunt as you lead the Clockwork Knight into battle. Rendered graphics create a unique world out of everyday household objects. (For ProReview, see "Overseas ProSpects," April.)

Daytona USA



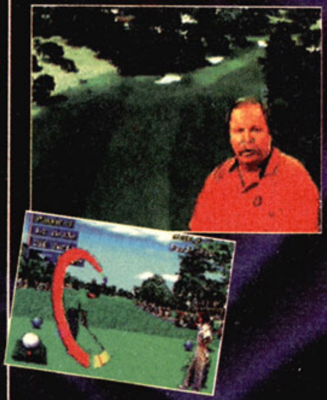
You get the arcade game with its three gameplay modes, five difficulty levels, and more. You can pick your car or adjust race lengths, and you also get five game views. (For Preview, see "Overseas ProSpects," March.)

Worldwide Soccer: International Victory Goal



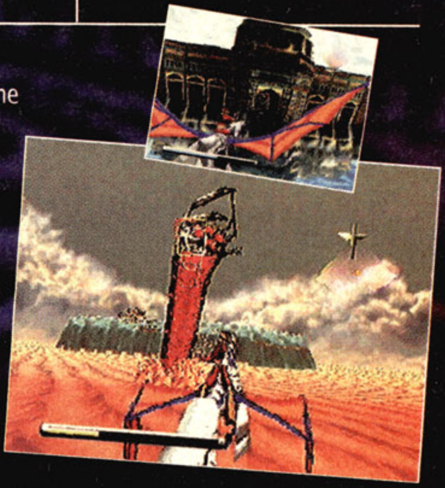
Just call this Virtua Soccer. Your players are rendered 3D characters on 12 international teams. You watch the action from 360-degree gameplay perspectives. This game supports daisy chaining of Saturn's six-player adapters for up to 12 players in any combination!

Pebble Beach Golf Links



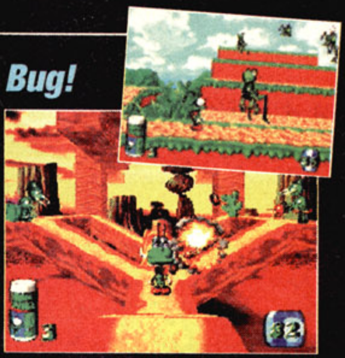
The Saturn enables you to play a walrus as well as a Bug. That's "the Walrus," Craig Stadler, who helps you hone your golf game on the links of the world-famous Pebble Beach Golf Course.

Panzer Dragoon



Fly this shooter to see the Saturn strut its stuff. Strapped to the back of a dragon, you blast fantastic-looking polygon-rendered 3D monsters via a first-person targeting sight. No, nobody knows what the name means. (For Preview, see "Overseas ProSpects," March.)

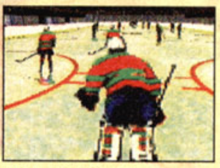
Bug!



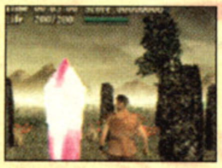
Surprise! You play a bug in Bug!, a platform-style action game set in a rendered 3D insect world. You must traverse 18 infested levels to save your pals from an evil black widow spider.

What Sega Wouldn't Show

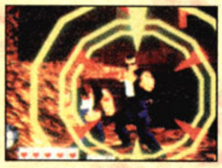
At press time, Sega had revealed seven of its ten first-round Saturn games. Shown below are *GamePro*'s picks for the next round of announcements. Other possibilities include Daedalus Encounter, Virtua Fighter II, Clockwork Knight II, NBA Basketball, Virtua Striker, and Congo.



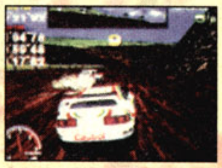
NHL All-Star Hockey?



Virtua Hydlide?



Virtua Cop?



Sega Rally?

COVER FEATURE

The PlayStation Powers Up

Sony looks like a newcomer that's here to stay.

By The Whizz and Bruised Lee

It looks like the PlayStation is playing for keeps. The 32-bit newcomer made its debut in Japan last December. Now Sony claims to have sold 500,000 Japanese units as it lines up the U.S. in its sights.

Playing with Power

The U.S. version of the PlayStation will be a mirror image of its Japanese counterpart. At press time there was no announced price, but Sony maintains it will be competitive with the Saturn, which Sega has promised to bring to market at $350–$450.

The PlayStation gets most of its gameplaying power from good ol' American know-how. LSI Logic Corporation of Milpitas, California, designed and manufactured the custom CPU microchip, which contains a 32-bit MIPS RISC (reduced instruction-set computing) microprocessor, an entire graphics engine subsystem, and a high-resolution full-motion JPEG graphics subsystem.

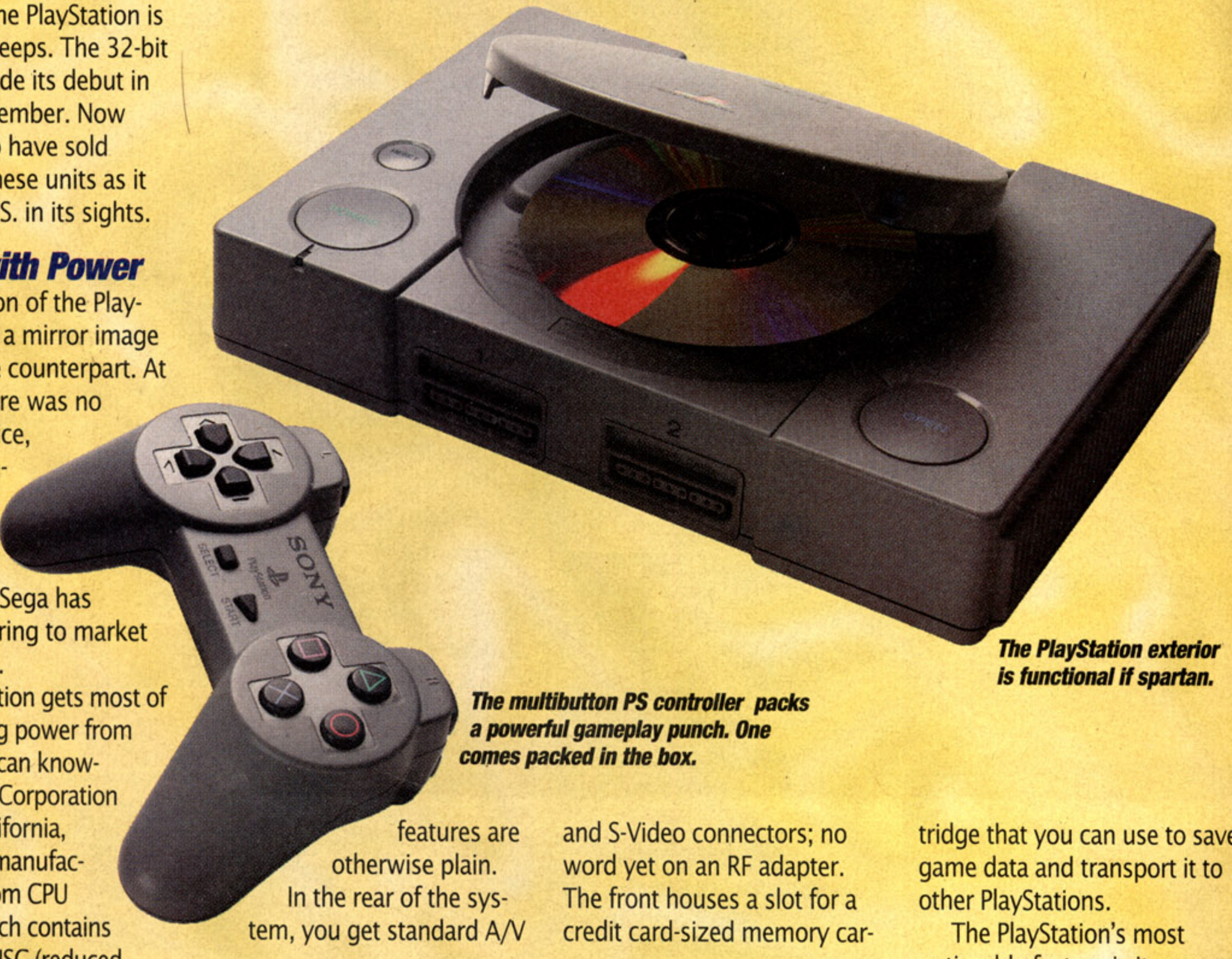
The single-chip CPU cuts down dramatically on the internal silicon, which keeps the PlayStation compact and sleek. In fact, this classy-looking system has a base footprint that's smaller in length and width than this issue of *GamePro*!

The PlayStation's external features are otherwise plain. In the rear of the system, you get standard A/V and S-Video connectors; no word yet on an RF adapter. The front houses a slot for a credit card-sized memory cartridge that you can use to save game data and transport it to other PlayStations.

The PlayStation's most noticeable feature is its amazing controller. It's completely unique with ten action buttons, including four that are front mounted. The directional controls eschew the standard circular pad in favor of four buttons.

'Station's Break

The PlayStation definitely has the right hardware stuff. Sony's challenge will be to bring in quality games – and lots of 'em. If it does...look out, America! G

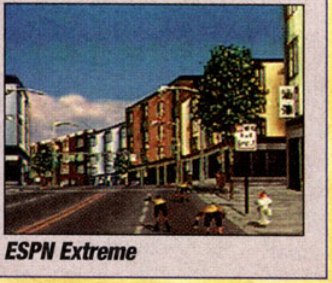


The multibutton PS controller packs a powerful gameplay punch. One comes packed in the box.

The PlayStation exterior is functional if spartan.

Sony's launch titles include...

...ESPN Extreme, Warhawk: The Red Mercury Missions, and Johnny Mnemonic. In ESPN Extreme, an unusual 3D racing game, players choose from more than 20 treacherous race courses around the world and compete with in-line skates, mountain bikes, skateboards, and even street luges. Gamers can go head-to-head in two-player action or work through an entire season.



ESPN Extreme

n-Space: Taking Games to the Nth Dimension

What does a new game developer have to say about making PlayStation games?

When the PlayStation launches this fall, Sony promises 25 games with the debut and 25 more to follow by year's end.

The n-Space team, from left to right: (standing) Stacy Shulstrom, John Baurley, Erick S. Dyke, Scott Cook; (seated) Mike Wikan, Sean Purcell, Dan O'Leary.

Currently, 97 U.S. licensees and 290 Japanese licensees with plenty of fresh game-making talent are looking to create PlayStation action.

One of the newcomers is n-Space, which was founded by Erick Dyke, Sean Purcell, and Dan O'Leary, three of the key developers of Desert Tank, a Sega arcade game. Here's n-Space's take on the PlayStation, according to Erick Dyke, president.

GamePro: What does "n-Space" mean?

Erick Dyke: *It's a math term. In math, there's two-space and three-space. Games are transitioning from two-space games to three-space; that is, three-dimensional games. We're looking toward the future with "n," which is unlimited.*

GP: Why has n-Space decided to create games only for the PlayStation?

ED: *The PlayStation could do things that the Sega Model 2 architecture couldn't do. We felt that a game as powerful as Desert Tank just couldn't be reproduced on the Sega Saturn. PlayStation hardware is powerful enough to run Tank.*

GP: What is n-Space's goal?

ED: *Many games try to take a 2D concept and put it into a 3D world. 3D offers so much versatility. We hope to use our background working with 3D worlds to get that three-dimensional element into games.*

GP: How is the PlayStation development system as a game developer's tool?

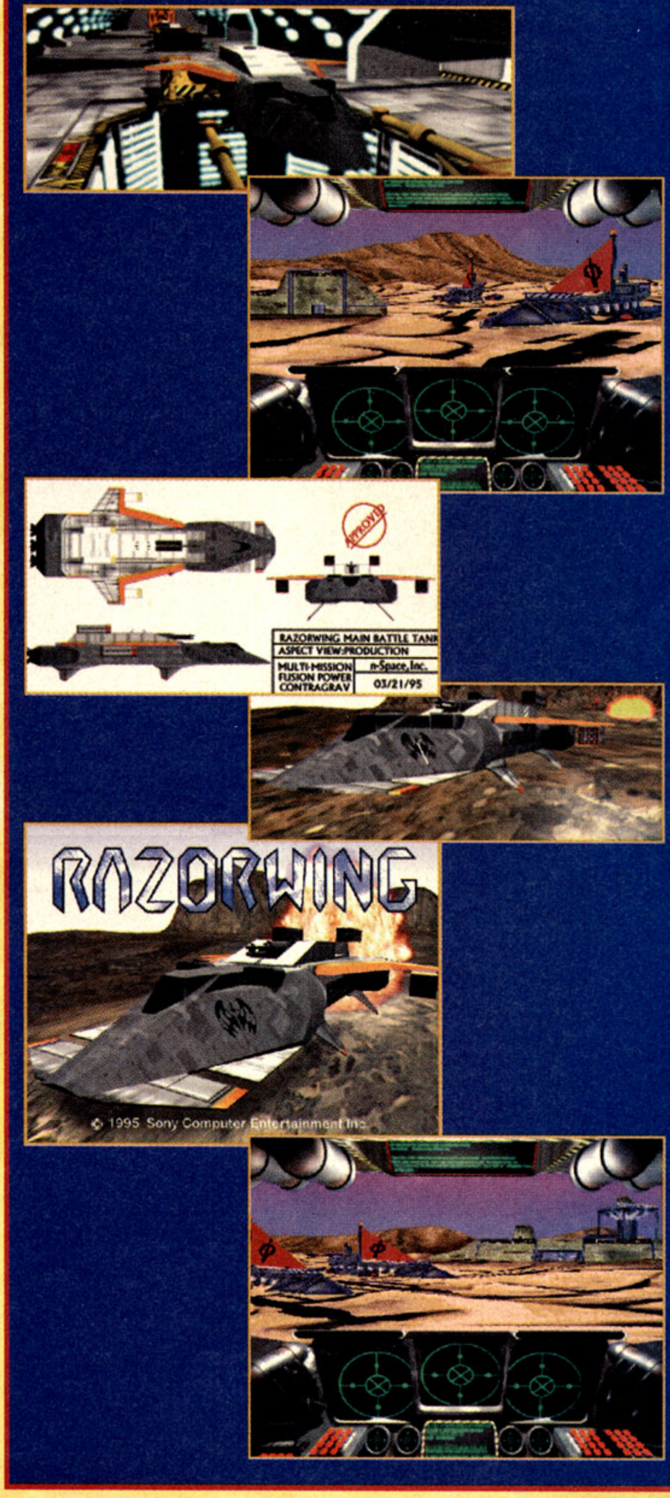
ED: *The PSX developer's environment is solid! We were converting models from our 3D modelers and seeing them on the box within the first week! The development kit is almost an in-the-box solution that's as easy to set up as a Sony TV.*

GP: Do you think the PlayStation and other "high-end" game systems will enjoy the same popularity and success that the 16-bit systems did?

ED: *They will, and it's time! The 2D world is dominated by side scrollers and fighters, but you can refine them only so much. If you look way back, there was a lot of variety before those two genres fell out. You're going to start seeing that variety in games again. Hopefully, n-Space will be behind the next popular genre.* G

Razorwing

What will n-Space's first PlayStation game be? Razorwing is a campaign-based action/adventure game featuring first-person alien-busting in an awesome antigravity tank. n-Space hopes to create a totally unique virtual world with a dynamic gaming environment that changes according to the player's actions. Tank tracks will appear in the dust, earthquakes and volcanoes will suddenly shatter the landscape, and vehicles will change appearance as new alien technology is acquired. Razorwing looks sharp for the PlayStation!

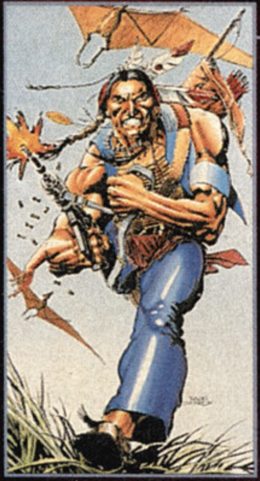


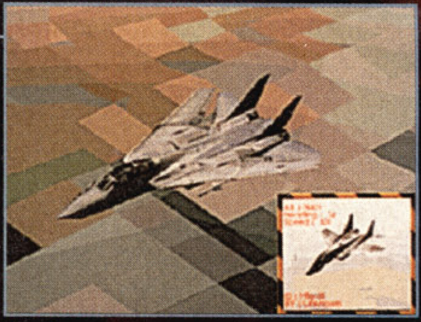
COVER FEATURE

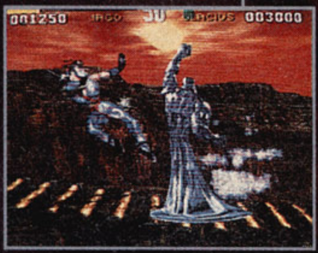
Ultra 64: Let the Games Begin

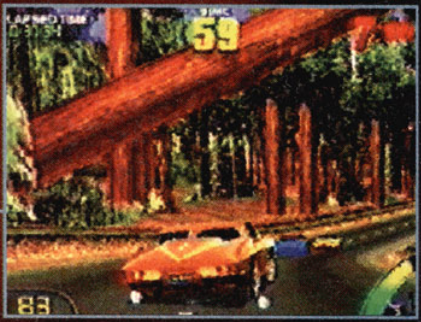
Nintendo is keeping Ultra 64 information ultra-secret, but a 1995 debut could be possible.

By Undercover Lover


Turok: The Dinosaur Hunter


Top Gun


Killer Instinct



Cruisin' USA

As Sony and Sega beat their drums for advanced 32-bit gameplay, Nintendo may be quietly preparing to steal the show at the Electronic Entertainment Expo in May. Nintendo says the Ultra 64 will be a cartridge-based unit, and it's slated to make its debut in the fall of '95. The price tag has been quoted at a tantalizing $250, dipping to $200 in some reports.

64 and Counting

To create the Ultra 64, Nintendo teamed up with Silicon Graphics, Inc. (SGI), which produces a stellar line of graphics supercomputers. The 64-bit CPU, graphics processor, and audio processors are by MIPS Technologies. The CPU clocks in at a blazing 100 megahertz, easily rivaling today's personal computers. At the Winter Consumer Electronics Show in January, SGI reported that the Ultra 64 hardware was complete and that it was just up to Nintendo to begin mass producing the unit.

Of course, you can't create software without development tools. Nintendo joined forces with Alias and Multigen to solidify the Ultra 64 development system, but it takes time for developers to learn a new system and create good games for it.

The Dream Team

Nintendo created relationships with several software publishers to help them immediately begin developing Ultra 64 games. Nintendo dubbed the group the "Dream Team," and like other all-star clubs, some of your favorite players didn't make the cut.

Acclaim will create a game based on the comic *Turok: The Dinosaur Hunter*. GameTek will create a sci-fi vehicle combat cart based on the *Robotech* animated features. Sierra On-Line will re-create its World War I flight sim, Red Baron. Spectrum HoloByte, well known for its supersonic aircraft software, will fly its new PC flight sim Top Gun onto the Ultra 64. Williams Entertainment will also bring a hard-hitting PC game into Nintendo's fold...Doom!

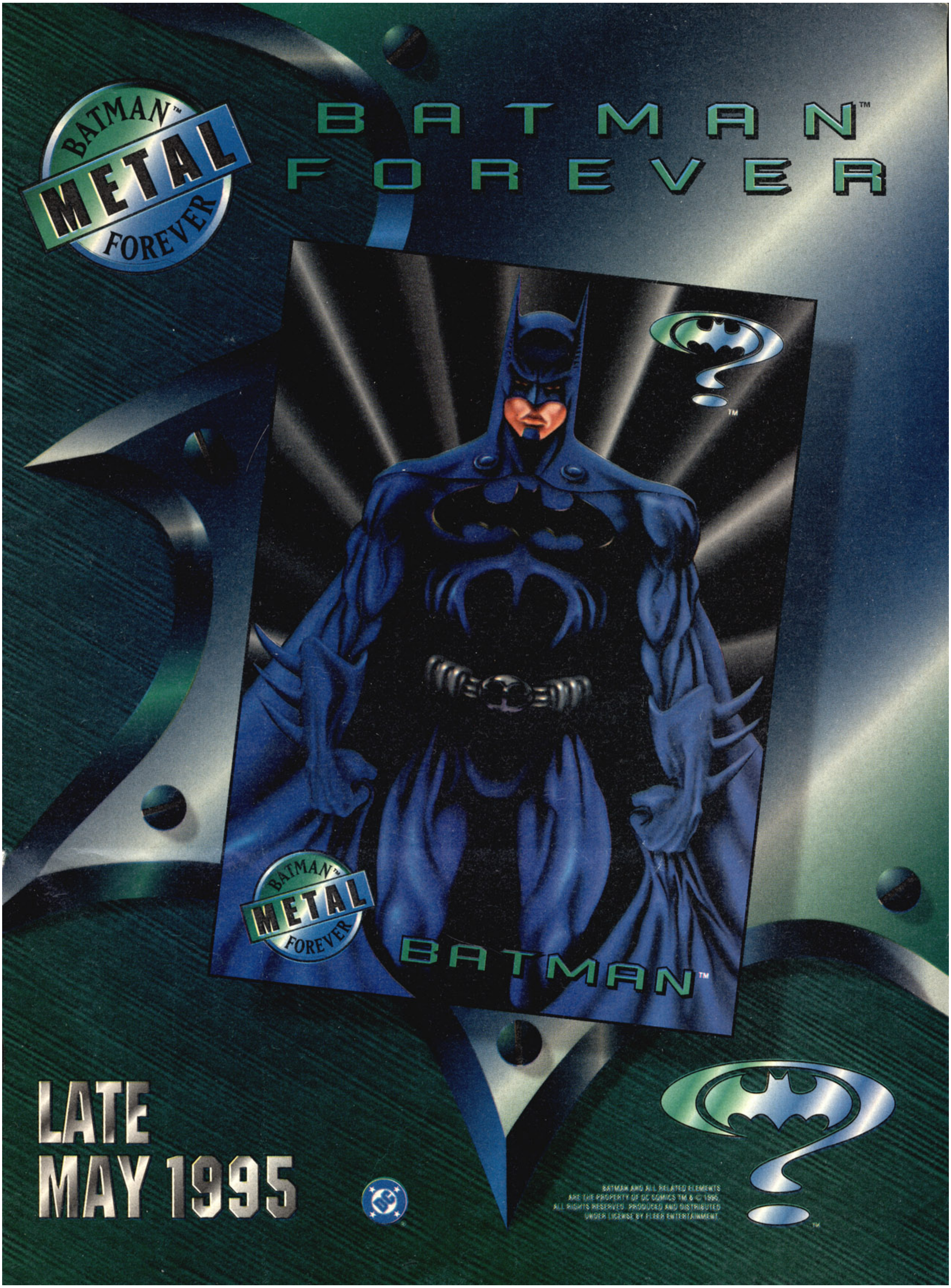
Veteran video gamers will notice the decidedly all-American look for the Team, with such long-time Nintendo allies as Capcom, Konami, and Squaresoft noticeably absent. Don't forget Nintendo's planning a Japanese Ultra 64, too.

Nintendo itself is on record with two Ultra no-brainers, Cruisin' USA and Killer Instinct – games that are already in the arcades and billed as "Ultra 64 technology." Killer Instinct is Rare's baby, as was the arcade game, so it could be the showcase game for the Ultra 64.

The rumor mill is also rife with reports of classic games for the Ultra 64 projects. Shigeru Miyamoto, the creator of Mario and Zelda, however, is developing Ultra 64 games with Paradigm, a software company well known for its flight-simulation software.

Wait and See

Nintendo's Dream Team concept is totally in line with its past practice of taking intricate care to make sure that top-quality games are available for its hardware systems. It's also a sure-fire way to ensure that games can be in production this year. If Ultra 64 isn't here yet, it's close... very close. G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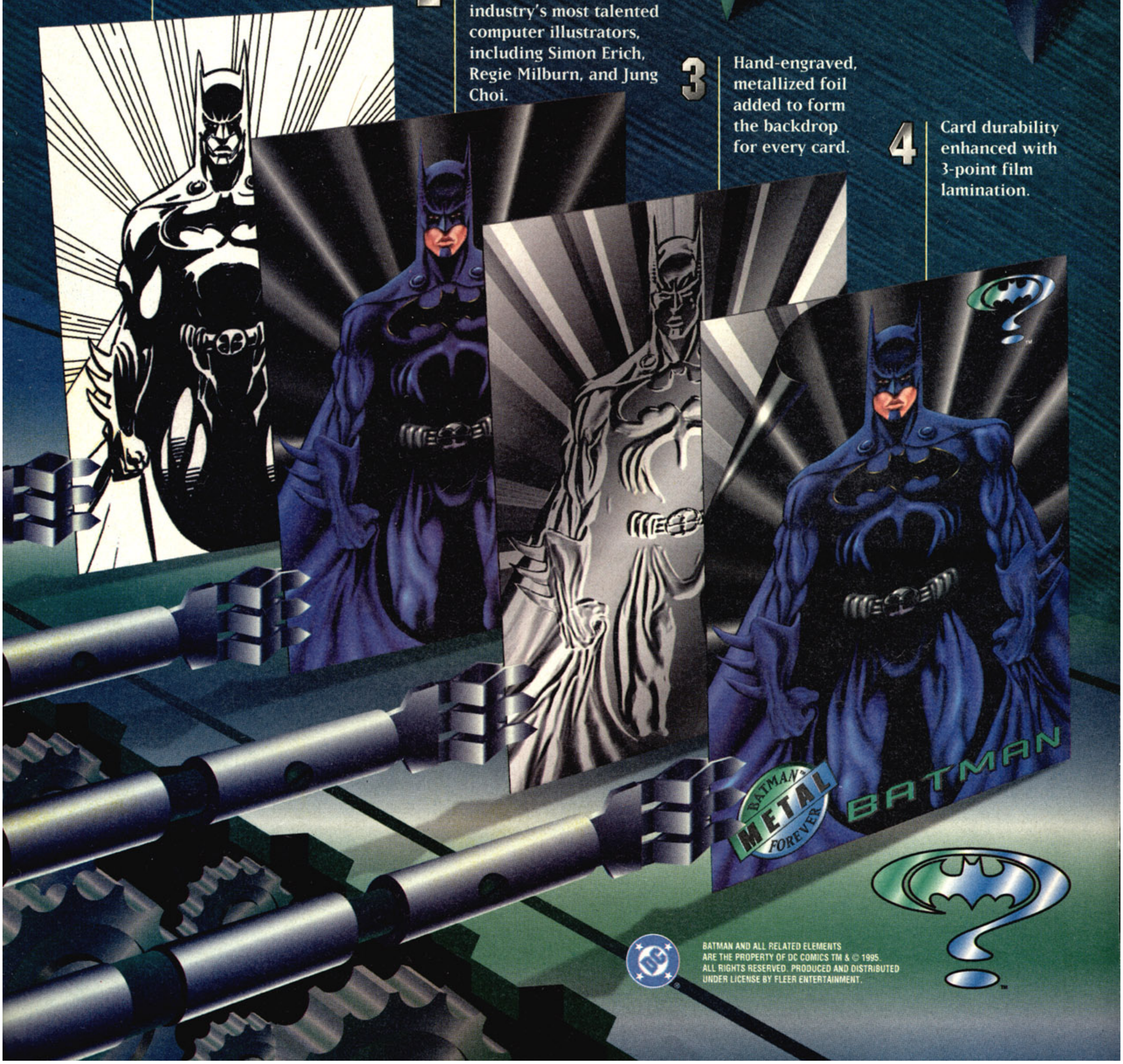

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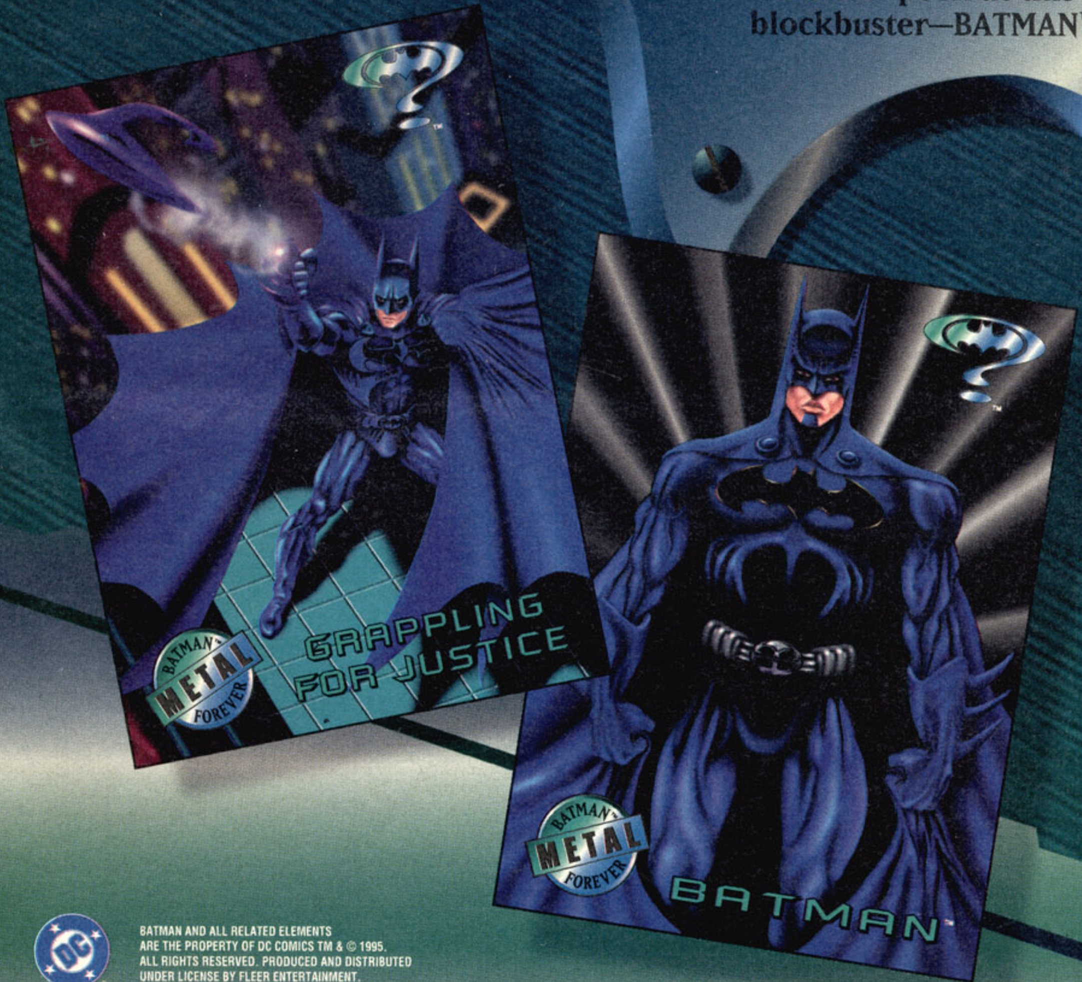

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BATMAN™ FOREVER

THE STORY

Batman™ and Bruce Wayne™ are targeted for revenge by two formidable villains — Batman™ by Two-Face™ (former Gotham City District Attorney Harvey Dent™) and Bruce Wayne™ by The Riddler™ (Ed Nygma™, an inventor at Wayne Enterprises). As Batman™ fights both these forces, he and Bruce Wayne™ become entangled with a newcomer to Gotham City, Dr. Chase Meridian™, a psychologist who specializes in dual personalities. Joining Batman™ to bring back order to Gotham City is Robin™. Together, these two heroes fight crime with the aid of newly designed, better-than-ever costumes and high-tech equipment!

THE STARS

Val Kilmer is BATMAN™ • Tommy Lee Jones is TWO-FACE™
Jim Carrey is THE RIDDLER™ • Nicole Kidman is DR. CHASE MERIDIAN™
and Chris O'Donnell is ROBIN™

THE CARDS

BATMAN'S METAL FOREVER
BATMAN

Batman™ Forever and Fleer make their trading card debut together in late May 1995. This Premiere Movie Art Edition features original art based on Warner Brothers' Batman™ Forever. These are the images of Batman™ at the peak of his power, fury and brilliance. Images that have made him what he is today and what he will be ... *forever*.

BATMAN™ METAL FOREVER

FLEER®
ENTERTAINMENT

"1994 CARD COMPANY OF THE YEAR"
—Internal Correspondence, January 1995

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The Electronic Entertainment Expo!

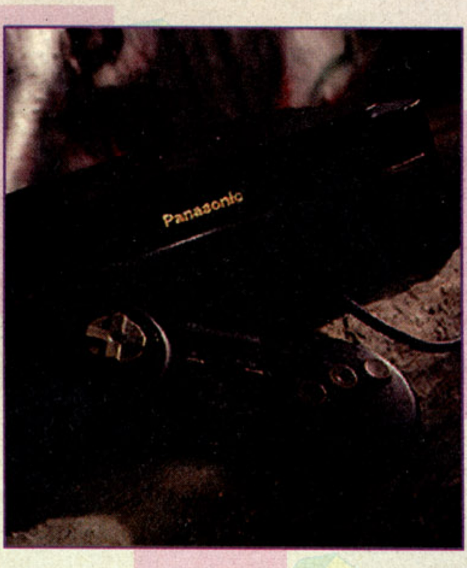
HOT HARDWARE FOR '95

SEGA SATURN
SEGA SATURN
SEGA

Nintendo
ULTRA
64

E3

ELECTRONIC
ENTERTAINMENT
EXPO



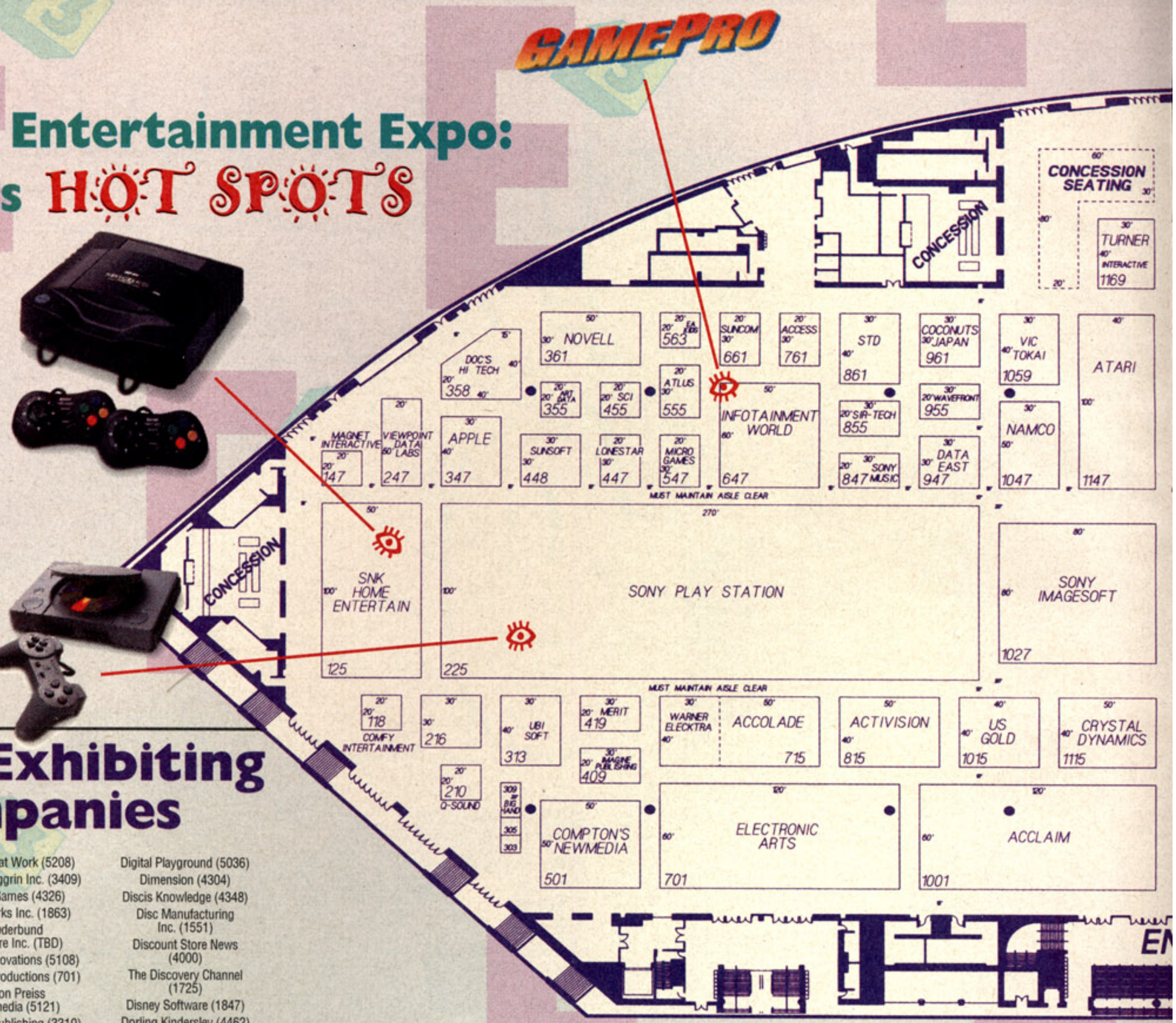
JAGUAR
ATARI
JAGUAR

New Games for PlayStation, Saturn, 3DO, and Ultra 64!

Reports from 52 Top Gamemakers!

E^3 Show Floor Layout And Company Key

Electronic Entertainment Expo: The Show's HOT SPOTS



List of Exhibiting Companies

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Absolute Entertainment (M17)
Access Software (761)
Acclaim (1001/304)
Accolade Inc. (715)
Active Imagination (4374)
Activision (815)
Advanced Gravis (3724)
Affinity (3512)
AGI Inc. (TBD)
Aims Media (3400)
Alexandria Inc. (5207)
Alias (4080)
Alliance Interactive Software (2333)
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Alpen Glow (3400)
Alpha Enterprises (5224)
A.L.S. Industries (4170)
American Education Publishers (3316)
American Laser Games (1615)
American Sammy (5313)
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American Technos (TBD)
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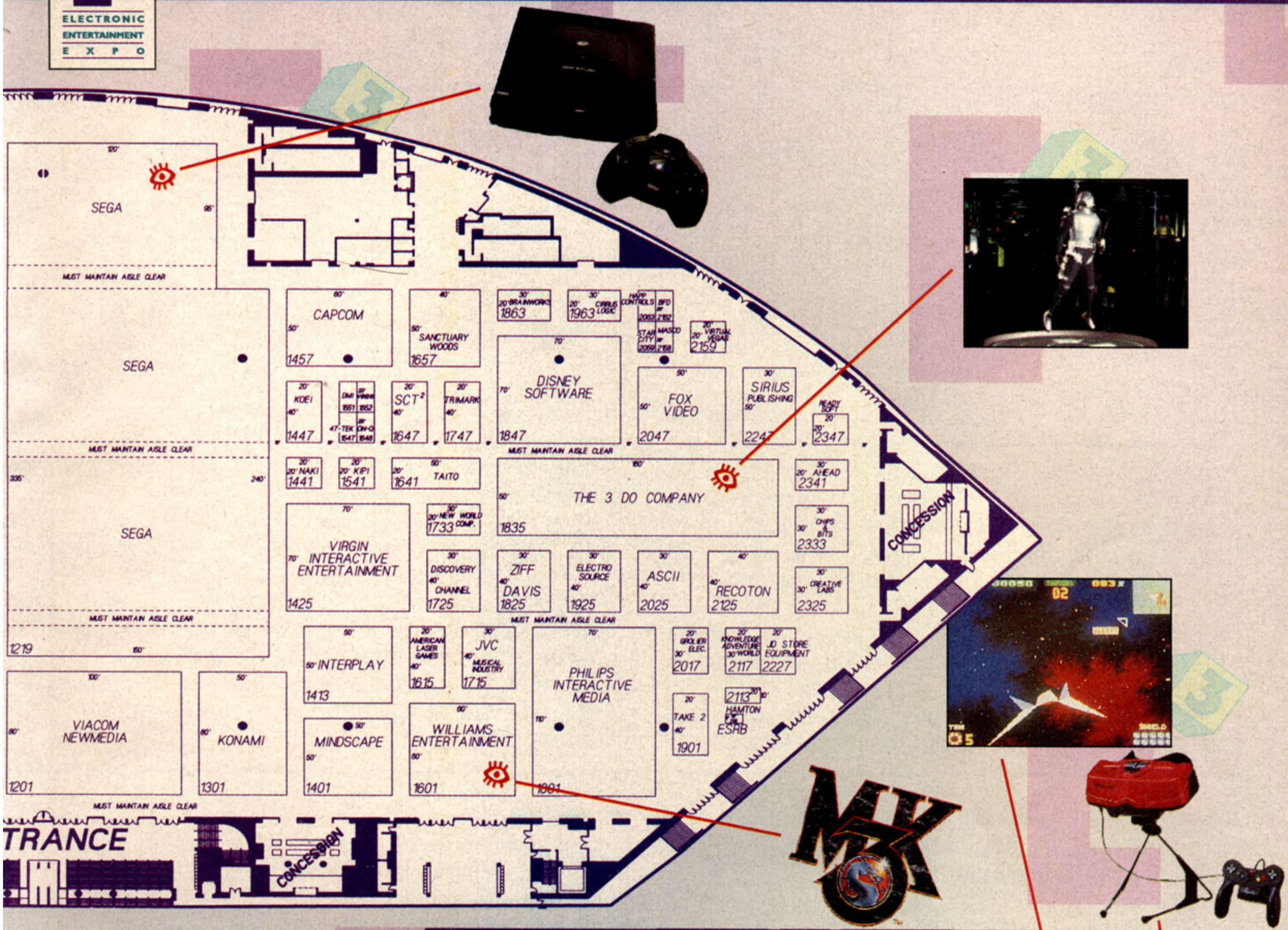
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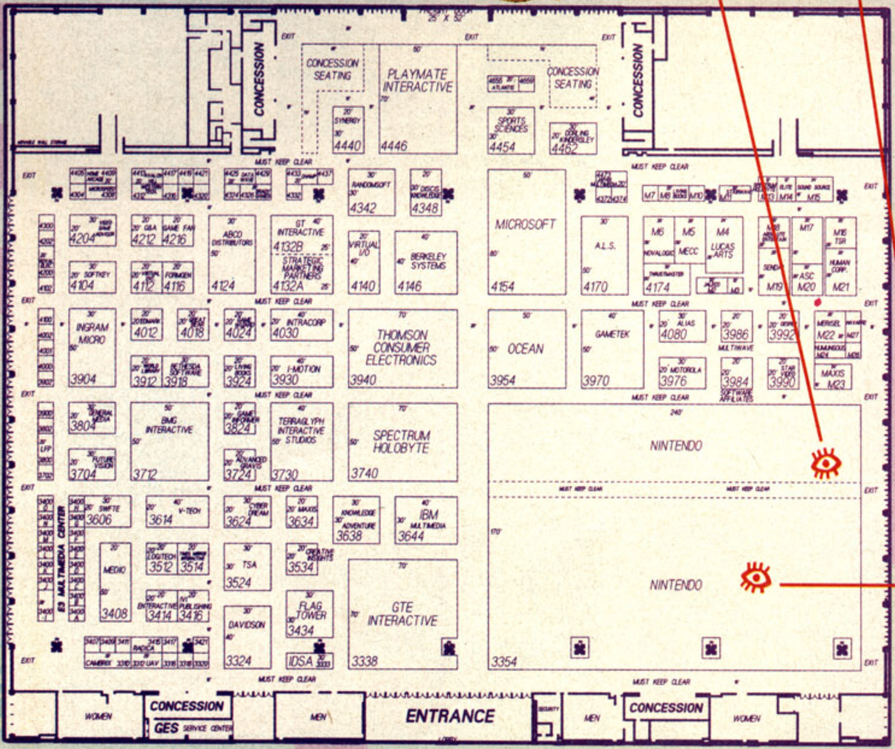
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Booth numbers subject to change.

E^3 AND COUNTING

By
Andromeda and Undercover Lover

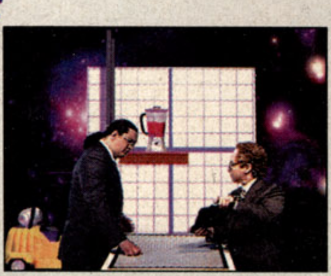
The Electronic Entertainment Expo (E^3) is the happenin' video game extravaganza of '95...so naturally it's sponsored by *GamePro*'s publisher, Infotainment World. Anybody who's anybody in electronic gaming will be in Los Angeles during the show's run from May 11–13, which means more games, peripherals, and systems will soon be on their way to you. Since E^3 isn't open to the general public, check out the preceding map to get an idea of the awesome spread of this extravaganza, which includes both video game and PC game companies.

The Sony PlayStation and Sega Saturn will certainly turn heads. But there'll be plenty of buzz about 3DO's M2 Accelerator and the Jaguar CD, too. Ultra 64 is looming on the horizon, of course, and whether it shows at E^3 or not could well determine the nature of the video game arena for '95. If you're a diehard 16-bit gamer, however, no problemo – '95 will be a great year for good SNES and Genesis games.

What's the advance word on games for the next-generation systems? Everything we know, you now know. We've spotlighted the hottest games that'll be appearing at the show, based on information that was available prior to E^3. In a later issue, we'll separate the hype from the heavy hitters. Now, on with the show!

Absolute Entertainment

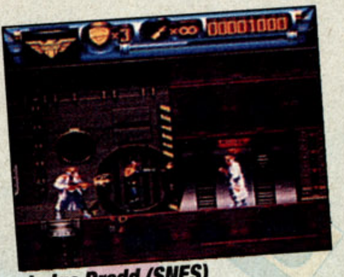
High tech meets below-the-belt tech here. **Battletech: Gray Death Legion (Saturn)** puts you in command of a gigantic mechwarrior through 30 treacherous missions. **Penn & Teller's Smoke and Mirrors (3DO)** showcases weird gags and interactive magic with such celebrity guests as Lou Reed and Deborah Harry.



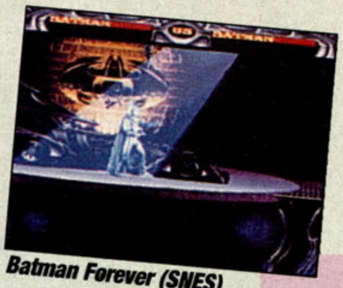
Penn & Teller's Smoke and Mirrors (3DO)

Acclaim

No replacement baseball here. **Frank Thomas "Big Hurt" Baseball (Saturn, PlayStation)** could be a 32-bit star. **Judge Dredd (Genesis, SNES, Game Gear, Game Boy)** will keep 16-bit gunbattle action jumping. And Revolution X, Batman Forever (Genesis, SNES, Game Gear, Game Boy), and NBA Jam TE (Saturn) head an impressive-sounding '95 lineup.



Judge Dredd (SNES)



Batman Forever (SNES)

Accolade

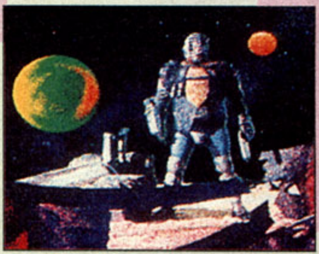
Last year's Doom-style shoot-em-up thriller gets a sequel before Christmas, **Zero Tolerance II (Genesis)**. Accolade continues its drive into Genesis sports with **Hardball '95**, **Barkley: Shut Up and Jam 2**, and **Jack Nicklaus Golf '95**.

Activision

Activision's going with tried-and-true games. Get set for **Shanghai Triple Threat (PlayStation)**, **Pitfall: The Mayan Adventure (32X, Windows 95)**, **Mechwarrior 2: The Clans (PC CD)**, an **Atari 2600 Action Pack 2 (PC CD)**, and **Infocom Classics (PC CD)**, a five-volume series containing such classic PC text adventures as **Hitchhiker's Guide to the Galaxy**, **Trinity**, and **Witness**.

American Laser Games

There's something for both girls and boys at ALG. **Madison High (3DO, PC, Mac)** is a social interactive adventure from ALG's new division, Games for Her. **Space Pirates (3DO)** tops the live-action shooting action. Speaking of shooting, the GameGun is now available in a two-player version for the 3DO and PC.



Space Pirates (3DO)

American Sammy

Sammy's goin' fishin'. In **Jimmy Houston's Bass Tournament U.S.A. (SNES)**, one of the most famous fishermen in the country takes you on an educational and competitive fishing trip.

Atari

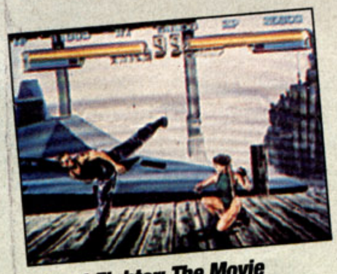
The **Jaguar CD** should arrive just in time for the show. This long-awaited peripheral adds more hardware muscle to the system, but everyone wants to see the games. Among the list of discs, **Blue Lightning** sounds like a winner, and **Highlander**, **Dragon's Lair**, and **Battlemorph** will arrive soon as well.

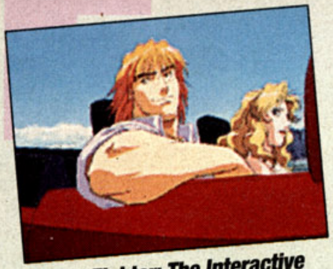
The Jaguar CD

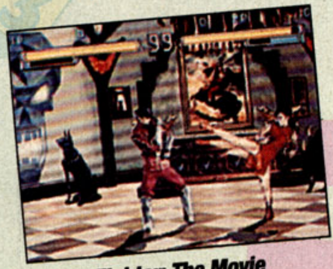
Capcom USA

This could be a Street Fighter coming-out party. **Street Fighter: The Movie, Street Fighter Legends**, and **Street Fighter: The Interactive Movie (Saturn, PlayStation)** are all set to party. A new version of the coin-op, SF Movie was redesigned by Capcom Japan (the original Street Fighter people). Legends is a head-to-head fighter that stars characters from the original Street Fighter and Final Fight. The Interactive Movie is based on the Japanese anime movie.

The show's dark horse, however, could be **Darkstalkers**, fresh from the arcades for **PlayStation** and **Saturn**. Overlooked but not forgotten are the 16-bit systems. How about **Mega Man 7**, **Mega Man X^3**, **X-Men 2**, and **Breath of Fire II** – all for the **SNES**, all for '95!


Street Fighter: The Movie (PlayStation)


Street Fighter: The Interactive Movie (PlayStation)

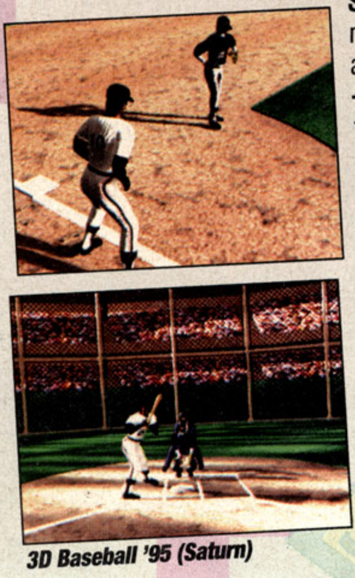

Street Fighter: The Movie (Saturn)

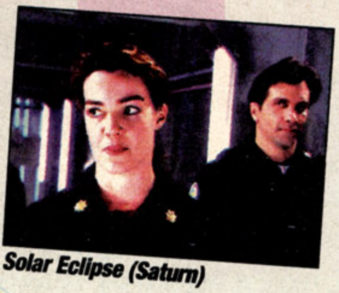
Catapult Entertainment

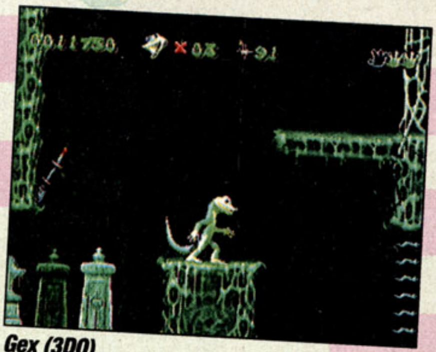
The **X-Band** plays on. Catapult's making a big push to get modem-based video game competition wired into every gameplayer's home. Show attendees can try a hands-on demo of the SNES and Genesis Catapult modem.

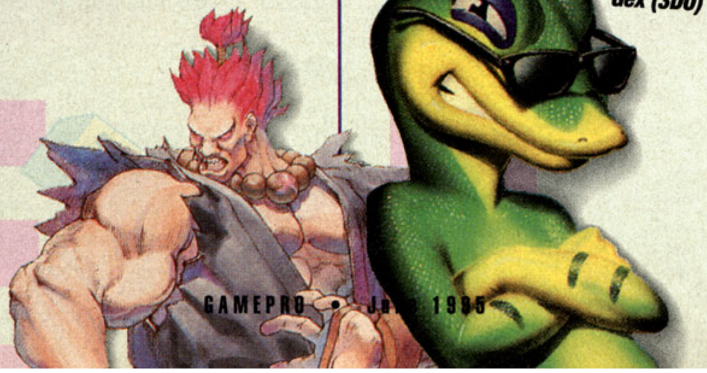
Crystal Dynamics

Crystal has **Gex** appeal (see ProReview). The gecko with an attitude leads the **3DO** offerings, but Crystal Dynamics is going **Saturn** in a big way, too. Its Championship Sports product line kicks off with the awesome-looking **3D Baseball '95** and **Basketball '95**. For future Saturn adventurers, Crystal's showing **Dragons of the Square Table**, a King Arthur meets Monty Python graphic adventure game; **Legacy of Kain – Blood Omen**, starring a reluctant vampire; and **Solar Eclipse**, an outer-space shooter.


3D Baseball '95 (Saturn)

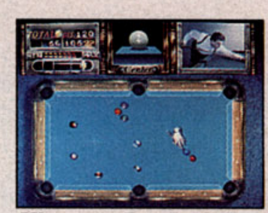

Solar Eclipse (Saturn)


Gex (3DO)



Data East

High tech teams with low tech here. **Defcon 5 (Saturn, PlayStation)** was formerly called Incoming! The name's changed, but the aliens haven't called off their attack in this sci-fi shooter. Also, watch for **Dark Legends (Saturn, PlayStation)**, a head-to-head fighting game. If you'd rather stick it to billiard balls, **Minnesota Fats Pool Master (Saturn, PlayStation)** features seven popular table games hosted by Fats himself.



Minnesota Fats Pool Master (Saturn, PlayStation)

Defcon 5 (Saturn, PlayStation)

Dark Legends (Saturn)

Digital Pictures

Digital's turning PC – that's "personal computer," not "politically correct" – with **PC** versions of **Slam City**, **Supreme Warrior**, and **Corpse Killer**. DP also has **PC CD** and **Saturn** titles brewing. **Maxximum Surge** is a futuristic, live-action shooter versus an evil dictator. In **Cyclopathic**, you're a high-tech bike messenger racing through dangerous San Francisco to outwit a psychotic dispatcher. **Quarterback Attack** is a first-person, 11-man football cart with a pro QB to be named later. **Viral Transmission** is a strategy game where you try to keep terrorists from stealing a terrible plague in the...uhhh, vein of Night Trap.

Supreme Warrior (Sega CD)

Domark

Absolute Zero (3DO), a sci-fi action game with flying elements, looks good. Also on hand will be **Theme Park** and **Syndicate**, **Sega CD** ports of the popular PC games.

EA Sports

Everybody's favorite sports powerhouse has most of the likely suspects lined up for '95. For **3DO**, check out **NHL Hockey '96**, **PGA Tour Golf '96**, and a boxing game called **Foes of Ali**. For the **PlayStation**, there's **PGA Tour Golf '96** and **FIFA Soccer '96**. The **Saturn** gets **FIFA Soccer '96** and **Rugby '96**. Where's **Madden NFL '96**, you ask? It's on **PC CD**, but it's not likely to be available for any other platform at E^3.

FIFA International Soccer (3DO)

Electronic Arts

EA's big on **3DO**. **Psychic Detective** is an interactive movie where you play a private eye who can see through other people's eyes. **Space Hulk**, based on the PC and board game, is a Doom-style alien-wasting shooter with strategy. **Shred Fest** is snowboarding with an enhanced Road Rash engine. **Wing Commander III** and **Shock Wave II** are also coming to 3DO. EA **PlayStation** games of note include **Wing Commander III**, **Syndicate Wars**, **Road Rash**, **Shock Wave**, and **Psychic Detective**. The EA **Saturn** show stars **Wing Commander III**, **Magic Carpet**, and **Road Rash**.

Wing Commander III (PC CD)

Enix America

Enix is determined to keep **SNES** fantasy RPGers and adventure gamers happy. **Ogre Battle** will share the E^3 spotlight with **The 7th Saga II. Dragon Warrior V** may make an appearance at the show. For action players, **King Arthur and the Knights of Justice**, which is based on the cartoon show, is on hand for hack-n-slash medieval combat.

PRIESTESS
EMPRESS
EMPEROR
STRENGTH
DEATH
JUDGEMENT

Ogre Battle (SNES)

47-Tek

This new PlayStation-only developer's touting its mechwarrior battlefest called **Team-47 Goman**. The company plans to push the **PlayStation** with amazing 3D 360-degree visuals. Goman, go!

Team-47 Goman (PlayStation)

GameTek

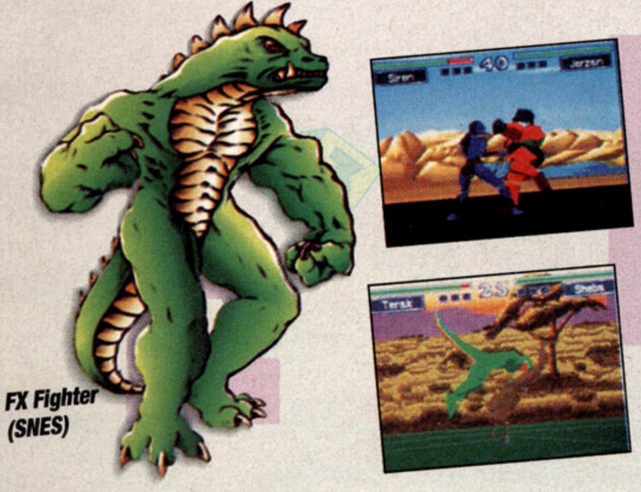
GameTek's under **Quarantine (3DO)**. This nonstop taxicab shoot-em-up scores top E^3 billing with **Air Cavalry (3DO)**, a helicopter shooter, flying close support.

Goldstar Electronics

Goldstar's adding its major consumer-electronics muscle to the 3DO family. The company has big plans for its **3DO** unit this year, including its own software line that will be unveiled at E^3.

GTE Interactive Media

Working with Nintendo, GTE Interactive's creating **FX Fighter (SNES)**, a 3D polygon, one-on-one, outer-space slugfest. Powered by the SNES FX2 chip, FX Fighter seeks to out-Virtua Sega's **Virtua Fighter** for the Saturn. FX could be a star, but we want to ask GTE about **Tank Girl** for **PC CD**!

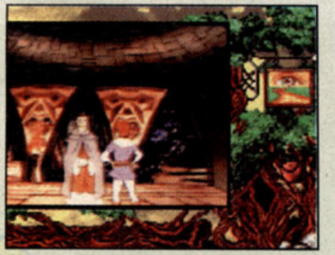


FX Fighter (SNES)

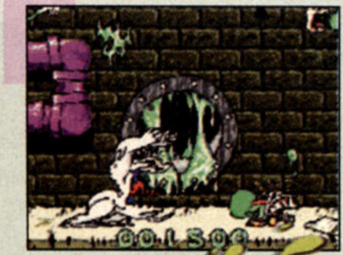
Interplay

Interplay is showcasing a very Inter-resting video game lineup for '95, with many of the titles based on its popular PC games. **Kingdom, Alone in the Dark 2**, **Waterworld**, and **Casper the Friendly Ghost** materialize for **3DO**. **Saturn** games include **Alone in the Dark 2**, **Cyberia**, **Casper**, and the awesome PC game, **Descent** (see "The Cutting Edge"). **Descent**, **Cyberia**, **Waterworld**, **Casper**, and...**Rock 'N' Roll Racing** make up the **PlayStation** offerings.

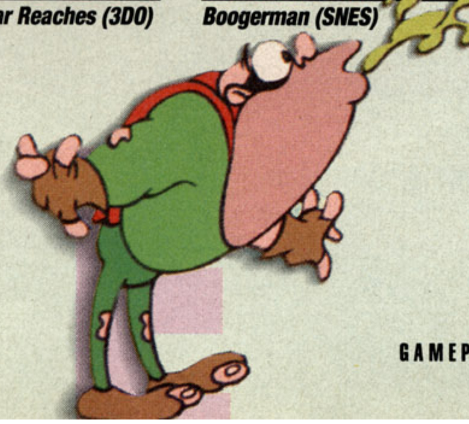
Interplay will also have some great-sounding **32X** games: **Blackthorne**, **Clay Fighter II**, and **Star Trek Starfleet Academy**. The big "sneeze" (**SNES**) game is...**Boogerman**!



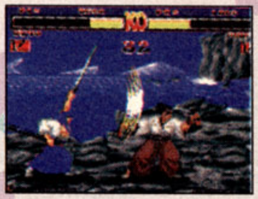
Kingdom: The Far Reaches (3DO)



Boogerman (SNES)



JVC



Samurai Shodown (Sega CD)

Samurai Shodown and **Rise of the Robots (Sega CD)** boost JVC at E^3, but these games are familiar faces to *GamePro* readers.

Kemco

Kemco is not abandoning **SNES** gamers. **Crime Time** (working title) is a puzzle/action game where you guide cops or robbers through multiple gameplay situations. Combine the racing antics of Mario Kart with the diagonally scrolling view of Crazy Chase, toss 'em into outer space, and you get **Crazy Race** (working title). Kemco also has the "ball" to put out a **Virtual Boy** cart...baseball, that is. **Virtual League Baseball** is set for release this summer for the V-Boy.

Koei

Koei's getting romantic again with **Romance of the Three Kingdoms, Part IV** for **Saturn**, **SNES**, **PC CD**, and possibly the **PlayStation**. New **SNES** games include **Brandish II** and **P.T.O. (Pacific Theater of Operations) II**. Koei also plans to make a strong return engagement to the **PC CD** format with **Celtic Tales** (a traditional RPG), **New Horizons**, and **P.T.O. II**.

Konami

At last, a new Castlevania **SNES** cart! **Castlevania: Dracula X** joins **Run and Gun Basketball** and **International SuperStar Soccer 2** as Konami's 16-bit games for '95.

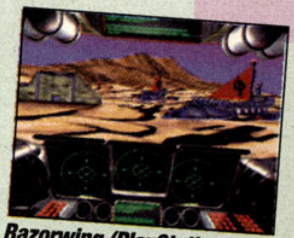
Vampire killers will also want to stalk the **Saturn** and **PlayStation** for a **new Castlevania game**. Other **PlayStation** and **Saturn** games include **Major League Baseball**, a 3D polygon MLBPA-licensed game, and **Project Overkill**, a Contra-style, ¾-overhead-view game with rendered character graphics. **PlayStation**-only titles include **Super Parodius** (two Parodiuses in one), **Run and Gun Basketball** (an NBA license is in the works), and 3D soccer and golf games.

Mindscape

Strategy-game enthusiasts should prepare themselves for War Hammer. Mindscape has three games based on this popular board game – **War Hammer 40,000 (PlayStation, PC CD)**, **War Hammer Fantasy Battle (PlayStation, PC CD)**, and **War Hammer Blood Fist (PlayStation, PC CD)**. For different types of PlayStation strategy action, check out **NCAA Football** and **Championship Pool**. Finally, **VMAX (Velocity Maximum)** will bring futuristic demolition-derby racing to the PlayStation.

n-Space

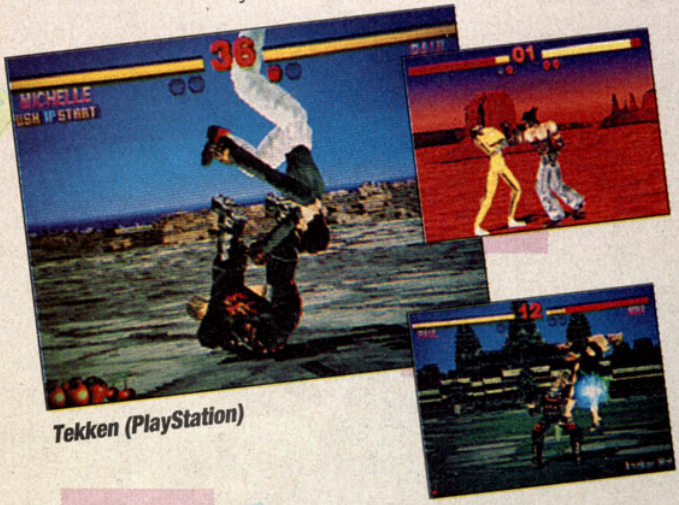
n-Space is a new **PlayStation** developer led by the team that created Desert Tank for the arcades. **Razorwing** is its first game (see "The PlayStation Powers Up").



Razorwing (PlayStation)

Namco Hometek

Namco's readying some of its great arcade games to go all out for the **PlayStation**. **Tekken** is an okay arcade game, but it's reportedly re-energized in its PlayStation incarnation. Other arcade-to-PlayStation games include **Ridge Racer**, **Cyber Sled**, **Air Combat**, and **StarBlade Alpha**. **WeaponLord** is Namco's much-touted weapons-fighting game that could lead the charge for the **SNES** and **Genesis** this year.



Tekken (PlayStation)

Cyber Sled (PlayStation)

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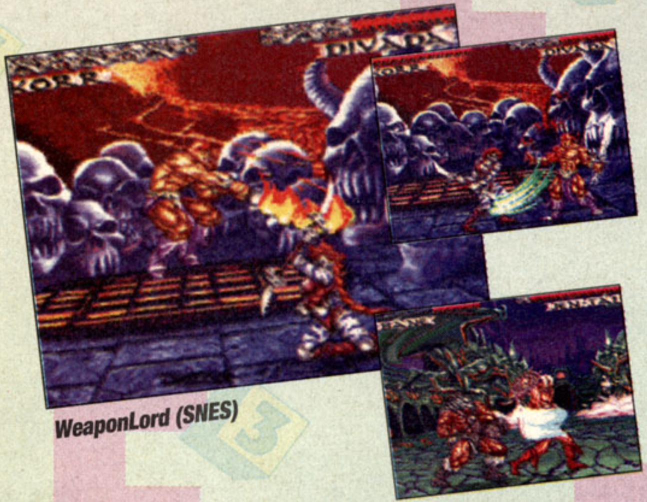
StarBlade Alpha (PlayStation)

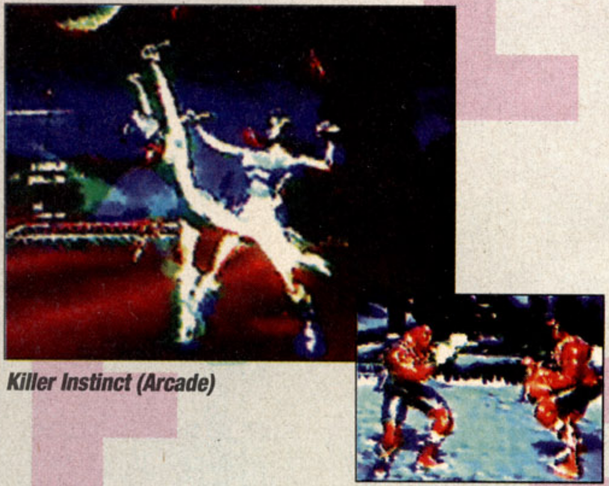


WeaponLord (SNES)

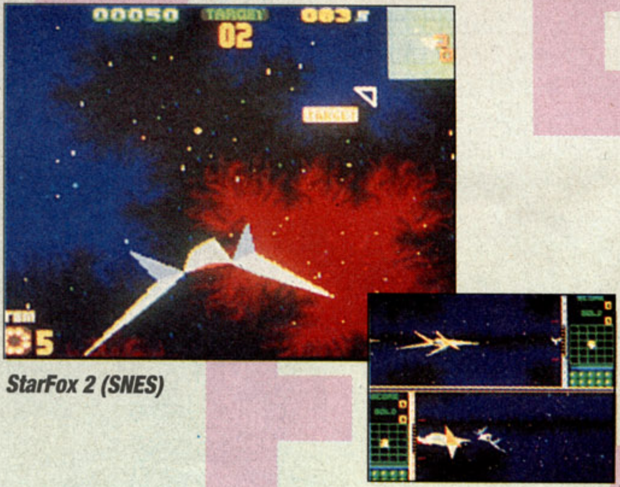
Nintendo of America

What's in store for the **Ultra 64**? The big question at E^3 is what – if anything – Nintendo will reveal about its plans for its next-generation hardware in '95. Nintendo's "Dream Team" of Ultra 64 developers may offer some tantalizing titles, including **Doom** and **Mortal Kombat** by Williams Entertainment, **Turok: The Dinosaur Hunter** by Acclaim, and **Top Gun** by Spectrum HoloByte. Nintendo's Ultra 64 works-in-progress include **Killer Instinct** and **Cruisin' USA**.

E^3 should also be the coming-out party for the **Virtual Boy**, but Nintendo hasn't forgotten who buttered its bread. **StarFox 2**, **FX Fighter**, and **Comanche** show what the FX2 chip can do for the **SNES**. The big SNES gorilla, however, is sure to be the Diddy Kong sequel to **Donkey Kong Country**.



Killer Instinct (Arcade)

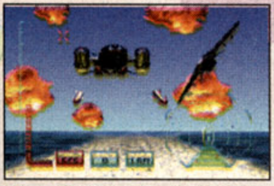


StarFox 2 (SNES)

Ocean of America

Ocean has big plans for the sci-fi action thriller, **Waterworld**, which is based on the summer blockbuster starring Kevin Costner. No platforms have been announced yet for this heavy-hitting title.

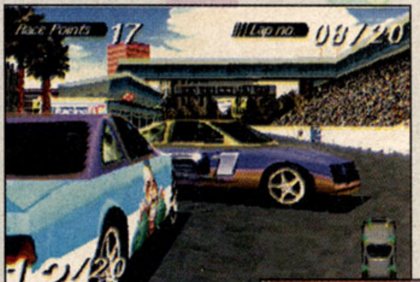
Philips Interactive Media


Thunder in Paradise (CD-i)

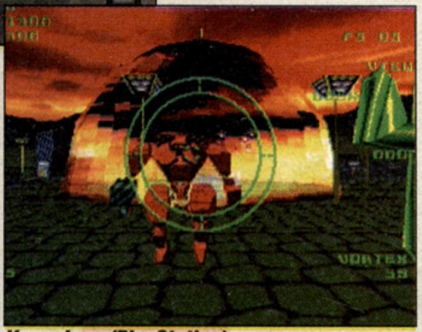
The CD-i will keep rolling along, but the **CD-i 2** system is definitely something to ask about. Philips is also making the move to **PC CD** and **Macintosh CD** with **Thunder in Paradise**, **Burn: Cycle**, and **Chaos Control** ready to jump from the CD-i.

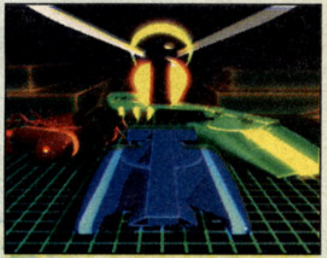
Psygnosis

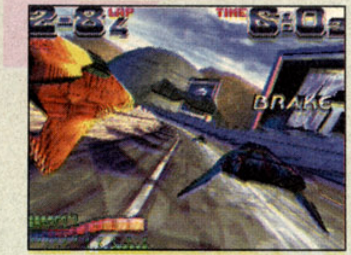
Psygnosis is playing big-time **PlayStation** politics this year. In **Krazy Ivan**, you enter the Siberian wasteland...wearing only a 40-foot highly armored battle suit. **Demolish 'Em Derby** enables you to smash the @#$% out of other cars. **Wipe Out** is a futuristic race in a hovercraft that's armed and, of course, dangerous. **Assault Rigs** delivers tank combat in a multiplayer game that can be played over networks. And if this is Psygnosis, then there must be...**Lemmings**! This time you can play from the lemmings' perspective.



Demolish 'Em Derby (PlayStation)


Krazy Ivan (PlayStation)


Assault Rigs (PlayStation)



Wipe Out (PlayStation)

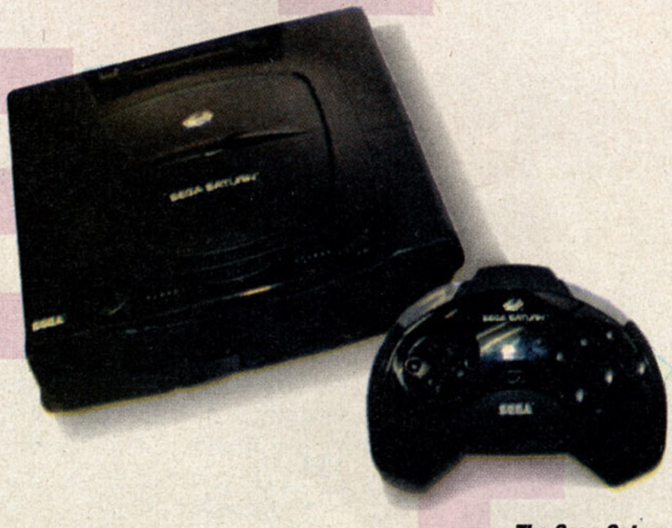
ReadySoft

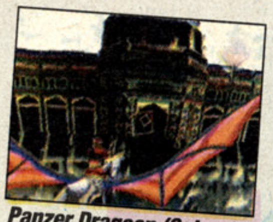
ReadySoft will be ready for both **PlayStation** and **Saturn** with **Braindead 13** and **Dragon's Lair II** this year.

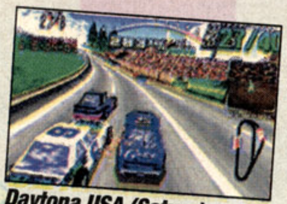
Sega of America

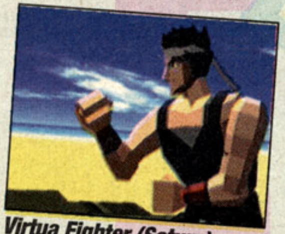
"Saturnday" isn't until September 2 (see "Saturn Rises in America"), but E³ is Sega's real coming-out party for its hot new 32-bit system. Twenty games are slated to be released with the launch, including ten games by Sega.

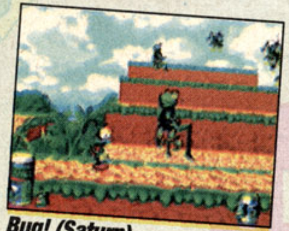
Sega's **Saturn** games include **Virtua Fighter**, **Daytona USA**, **Panzer Dragoon**, **Bug!**, **Clockwork Knight**, **Pebble Beach Golf Links**, and **Worldwide Soccer**: **International Victory Goal**. Keep an eye open for **Myst** and **NHL All-Star Hockey**, too. **Virtua Fighter 2** for the Saturn is also in development, but it's almost certain that it won't be at E³, so it won't steal Virtua Fighter's thunder.

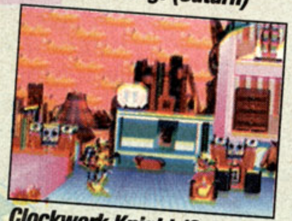

The Sega Saturn


Panzer Dragoon (Saturn)


Daytona USA (Saturn)


Virtua Fighter (Saturn)


Bug! (Saturn)


Clockwork Knight (Saturn)

Seta

Nosferatu, the vampire action game, is alive for the **SNES**! The Japanese version's been available for months. Only Seta knows when the undead will walk for U.S. gamers, but it should be soon.

SNK Corp. of America

SNK has a nifty hunk of hardware ready to cross into the U.S. – the **Neo•Geo CD**. The master plan calls for all existing Neo•Geo games to be ported over to CD format, while all new games will be released for arcades, Neo•Geo carts, and CDs. As for the games, check out **Fatal Fury 3** and hope that **King of Fighters '95** is here.

The Neo•Geo CD

Sony Computer Entertainment

Sony's **PlayStation** is poised to make the front-runners in next-generation video gaming a three-horse race with the Saturn and Ultra 64. The hardware is definitely there (see "The PlayStation Powers Up"). As for the games, a ton of licensees are lined up to produce for the new platform, so expect a slew of PlayStation titles.

The PlayStation

Spectrum HoloByte

Spectrum's playing just about every next-generation video game angle in a big way. For the **PlayStation**, Spectrum secured the Battletech license, and it's creating a **Battletech** game with FASA Interactive that features graphics from the cartoon show. Spectrum's also a card-carrying member of Nintendo's first wave of Ultra 64 game developers, the so-called **Ultra 64** Dream Team. You can look forward to a 64-bit version of **Top Gun**, Spectrum's supersonic flight sim, though the game may not be on display at the show.

Top Gun (PC CD)

Square Soft

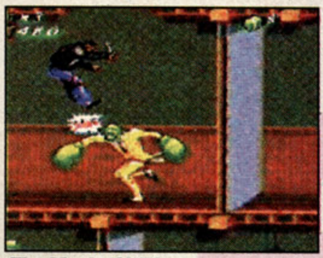
Square Soft's name is synonymous with great Nintendo role-playing games. **The Secret of Evermore (SNES)**, its first U.S.-developed RPG, should be ready for major gameplay in time for E3. Square Soft might also have on hand **Chrono Trigger**, an RPG from Square Soft Japan that's headed our way.

100/100
400/400

Secret of Evermore (SNES)

T•HQ

T•HQ has **The Mask**, **Urban Strike**, **PGA European Tour Golf**, **PGA Tour Golf '96**, and **Bass Masters Classic** for the **SNES**. Guess which game's slated for the **Genesis**? Right... **Bass Masters**. **Game Boy** and **Game Gear** players get thrills, too, with **Super Star Wars Return of the Jedi**, **NHL Hockey '96**, **FIFA International Soccer '96**, **Madden '96**, **PGA European Tour**, **PGA Tour Golf '96**, **Jungle Strike**, **Michael Jordan Chaos in The Windy City**, **Shaq Fu**, **NBA Live '96**, and **Urban Strike**. Does EA know about this? You bet!



The Mask (SNES)

Taito America

Taito's showing **Zeitgeist**, a **PlayStation** outer-space shooter; **Pyramid Intruder**, a space-fighting action game; and **Lufia 2**, an RPG/adventure, for the **SNES**.

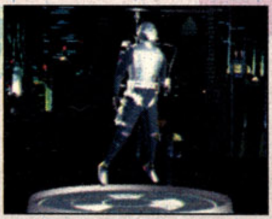
Lufia 2 (SNES)

3DO

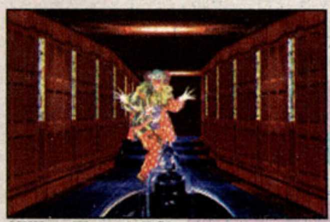
3DO's been building a strong library of games for its 32-bit hardware. And while other systems are dazzling the masses by playing big-time PR, 3DO's ready to bust into 64-bit territory. If you're a serious high-end game system shopper, take a look at the **M2 Accelerator** upgrade for the 3DO Multiplayer. 3DO's stated design goal for the M2 is to outperform the PlayStation and Saturn. How well you think it's succeeded could mean next-generation gamers have four systems to choose from this year.

3DO Studio

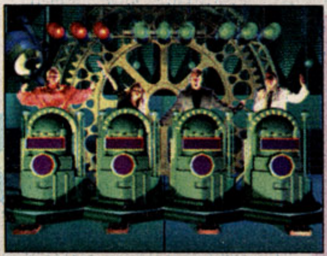
3DO's homegrown software developers have been busy. **BladeForce** is a helicopter-style combat game, except that you have the chopper blades strapped to your back. **Killing Time** is an absolutely creepy Doom-style mystery/adventure set in a haunted house. **The All New People's Game Show** is a way out and wacky interactive TV game show based in an imaginary Eastern European country that was recently freed from Communism (we said it was wacky).



BladeForce (3DO)



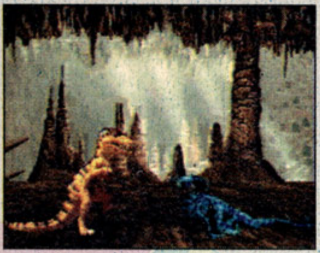
Killing Time (3DO)



The All New People's Game Show (3DO)

Time Warner Interactive

It's Primal Time at TWI – and how! **Primal Rage**, the smash arcade dinosaur-fighting game, is on hand for **PlayStation**, **Saturn**, **3DO**, **Jaguar**, **32X**, **SNES**, **Genesis**, **Game Boy**, and **Game Gear**. The supercharged engines of **Virtua Racing** and the fierce arcade tank combat of **T-Mek (Saturn)** will also be roaring at the show.



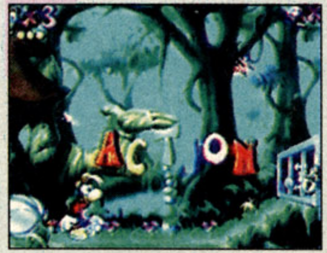
Primal Rage (Saturn, PlayStation, and more)

Titus

Titus is piggish on the **SNES** and **Genesis**. **Power Piggs of the Dark Age** is an adventure game that features truly ham-fisted action.

Ubi Soft

Rayman, Ubi Soft's long-awaited action platform game, is coming to the **Saturn**, **PlayStation**, and **32X**. Hot on its tracks will be **Street Racer**, a rip-roaring Mario Kart-style racing game for the **PlayStation**, **32X**, and **PC CD**.



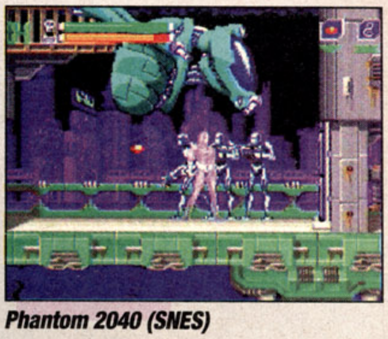
Rayman (Saturn, PlayStation, 32X)

U.S. Gold

U.S. Gold sees gold in the **32X** with **SoulStar**, **ThunderHawk**, **Head-On Soccer**, **Shellshock**, and **BC Racers** all set for that Sega system. Titles in line for yet-undetermined advanced-game systems are **Tomb Raiders**, an Indiana Jones-style adventure game, and **1996 Summer Olympic Games**. Also, **Mega Man** jumps from Capcom for **Game Gear** duty with U.S. Gold!

Viacom New Media

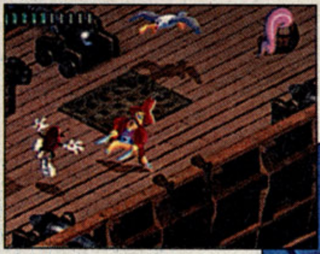
Viacom's **Phantom 2040 (SNES)** is an action game based on the popular cartoon. Expect to see **Congo** for the **Saturn** and **PlayStation**. Also, one of the most unusual licensed games at E^3 is sure to be **Aeon Flux**, which is based on the highly stylized sci-fi combat cartoon featured on MTV's *Liquid TV*.



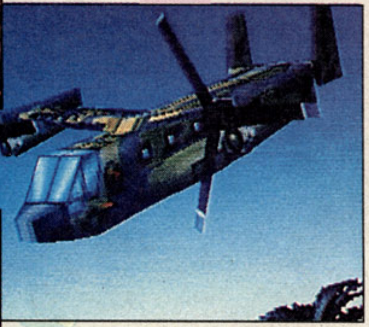
Phantom 2040 (SNES)

Virgin Interactive Entertainment

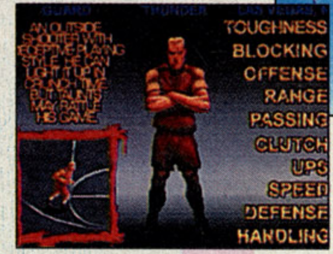
Virgin revives the ever-loveable Spot, who'll make his next-generation debut in **Spot Goes to Hollywood (Saturn, PlayStation, 32X, SNES, Genesis)**. In **F-111 Aardvark: The Agile Warrior (PlayStation)**, you're a member of an elite squadron who has to survive seven missions. Hoops action looks mighty "Swish!" with six-way comic-book-style play in **Converse City Ball Tour (PlayStation, Saturn, 32X, Genesis, SNES)**.



Spot Goes to Hollywood (Saturn, PlayStation, and more)



F-111 Aardvark: The Agile Warrior (PlayStation)



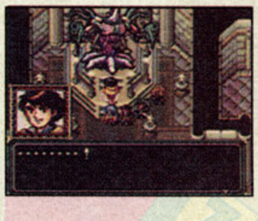
Converse City Ball Tour (Saturn, PlayStation, and more)

Williams Entertainment

"**Mortal Kombat 3!**" is maybe all you need to say (see "Hot at the Arcades"). The home version's coming late this fall when (if?) the **Ultra 64** shows. In addition to MK 3, however, Williams will field a strong Ultra 64 field with **Doom** and **Cruisin' USA**.

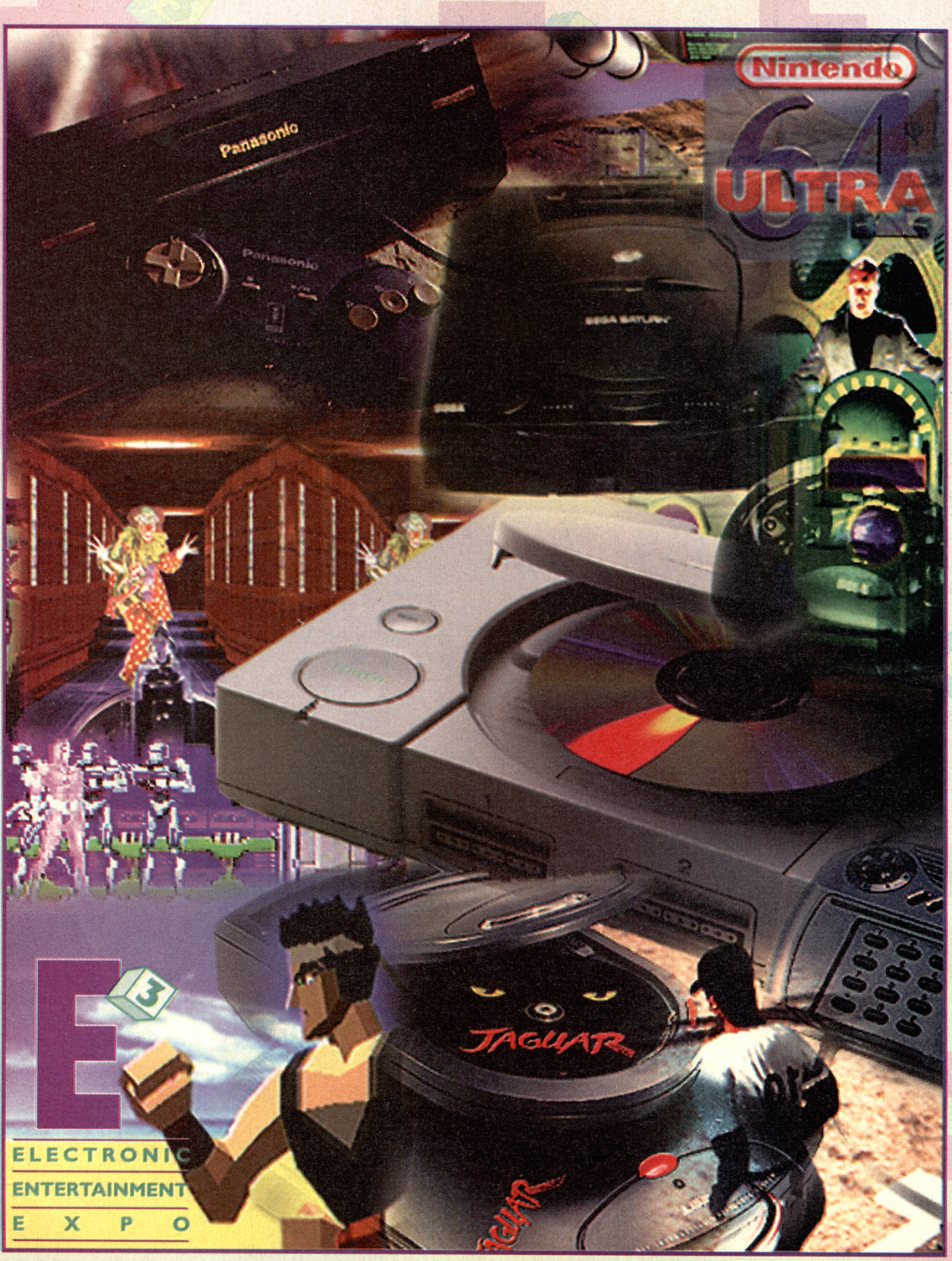
Working Designs

Working Designs continues to design quality RPG games with **Lunar: Eternal Blue (Sega CD)**.



Lunar: Eternal Blue (Sega CD)

The Electronic Entertainment Expo!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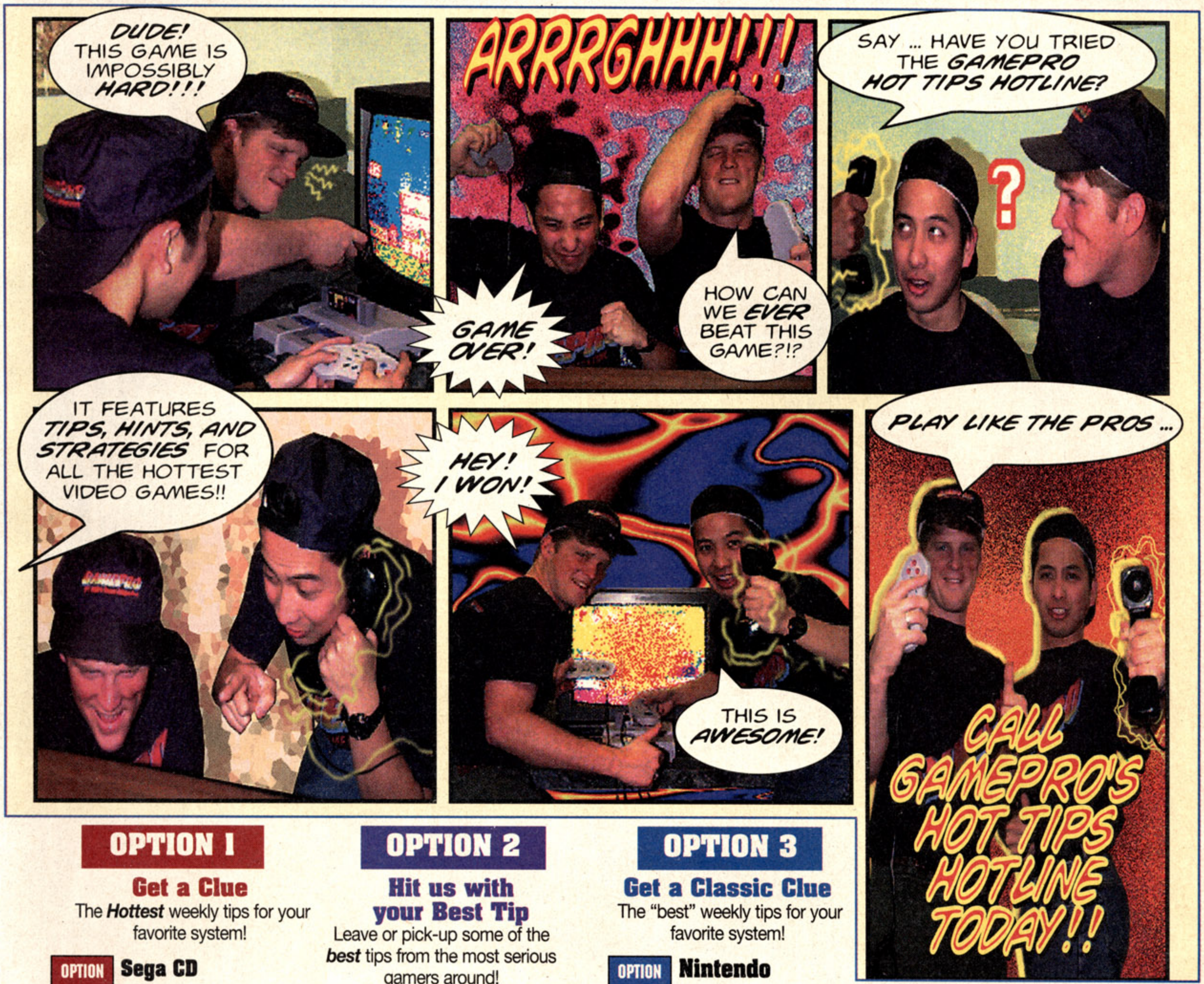
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Leave or pick-up some of the ***best*** tips from the most serious gamers around!

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OPTION 4	**Hand Held** 2 Tips each

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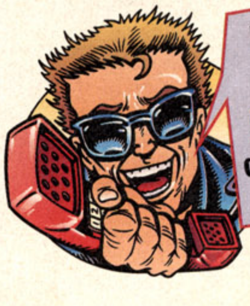
Slammin'

16-bit tip of the week!

OPTION 5

Scary Larry's Hot Picks

Leave your best tip for Scary Larry... you may get picked!



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STAR TREK DEEP SPACE NINE
CROSSROADS OF TIME

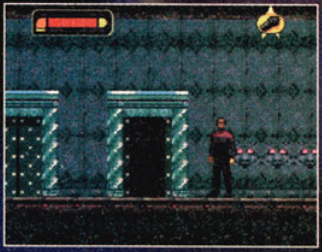
By Bacon

Star Trek: Deep Space Nine attempts to inject some action into the RPG feel of previous Trek adventures, but the uneven mishmash that results will test your patience. Despite DS9's remarkable graphics and authentic Trekkie atmosphere, its simple, repetitive action will attract only puzzle fiends and devotees of the TV show.

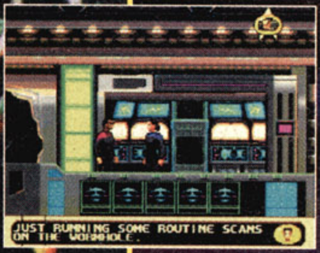
Shallow Space

As Commander Benjamin Sisko, your hands are full as soon as the game begins. Bajoran terrorists have planted grenades around the station, and a shipload of Cardassians is brewing trouble.

In RPG-like fashion, you wander through the station and talk to its denizens. The entire cast from the show appears, so you're wheedling info from the likes of Quark, the Ferengi barkeep, to uncover your next move. The plot that arises from all these conversations wraps the action with the suspense and intrigue of one of the TV episodes, which should delight serious Trekkies.



PROTIP: In the Bajor Temple, light all the eyes so that they glow, and you'll usually open the door.



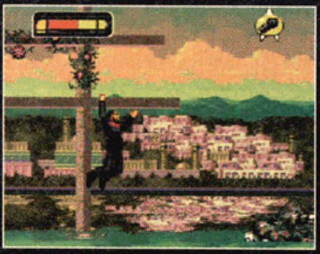
JUST RUNNING SOME ROUTINE SCANS ON THE WORMHOLE.

PROTIP: Talk to everyone on the Promenade and the Bridge at least twice.

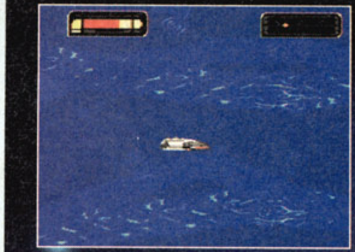
Deep Six

Unfortunately, once you discover your mission and head out, you'll chew off your fingernails when faced with the redundancy of laborious tasks like decoding the locks in the Bajor Temple. Merely crouching and shooting wins every fight, and steering the runabout through the asteroid belt is less interesting than Asteroids on the Atari 2600.

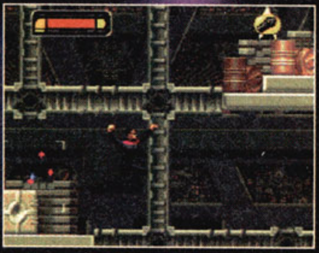
Even worse, each time you die, you must wade through conversations you've already had before you can tackle the mission again. That's not gameplay, that's torture!



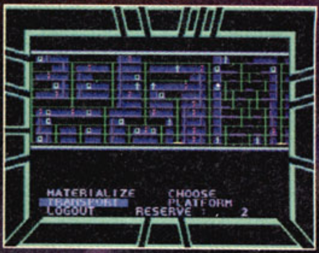
PROTIP: In the Nest of Vipers, search for places to pass by the deadly vines by going hand-over-hand along the platforms.



PROTIP: Steer clear of the blue strands in the wormhole to conserve your shields.



PROTIP: Hold Up-Toward when you make difficult jumps, and you'll just barely grab the edge of distant ledges.



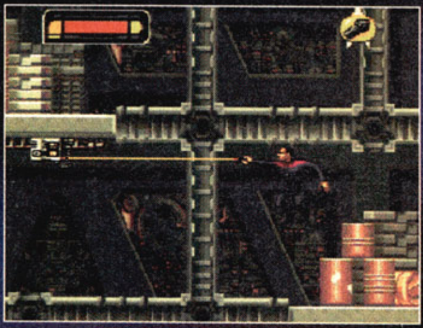
PROTIP: Halfway through the Pylon 3 level, use the Transport function on a companel to stash an unused platform. When you reach the last companel, materialize the platform to speed up the search for the final grenade.

Beam Me Elsewhere

The graphics rescue this cart from pure mediocrity. Each character is represented by a huge sprite that's drawn with exceptional, realistic detail; even the physiological differences between the various species are crisp and evident.

The lively, vivid backgrounds establish a distinctively Trekkie atmosphere, but the droning music and tepid sound effects will send you racing for the headphones. And with too many functions and too few buttons, the controls further add to the frustration.

Puzzle fans may enjoy noodling out the time-consuming solutions to DS9's missions, but action junkies will prefer time behind bars. Rent this one before you beam onboard. G



PROTIP: To destroy this tough-to-reach signal disruptor in Pylon 3, hold down Button B to continuously fire your Phaser, then jump repeatedly.

Genesis Game ProFile

Star Trek: Deep Space Nine Crossroads of Time

(By Playmates)

KIDS TO ADULTS K-A AGES 6+

Engage this action-light Star Trek adventure with extreme caution. Although its sharp graphics will lure Trekkies, the repetitive, puzzler gameplay will satisfy only the stoic.

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	3.0	3.0	INT. Intermediate

$57.99
8 megs
Available July
Action/adventure
1 player

8 missions
Multiple views
Multiscrolling
Passwords
Unlimited continues

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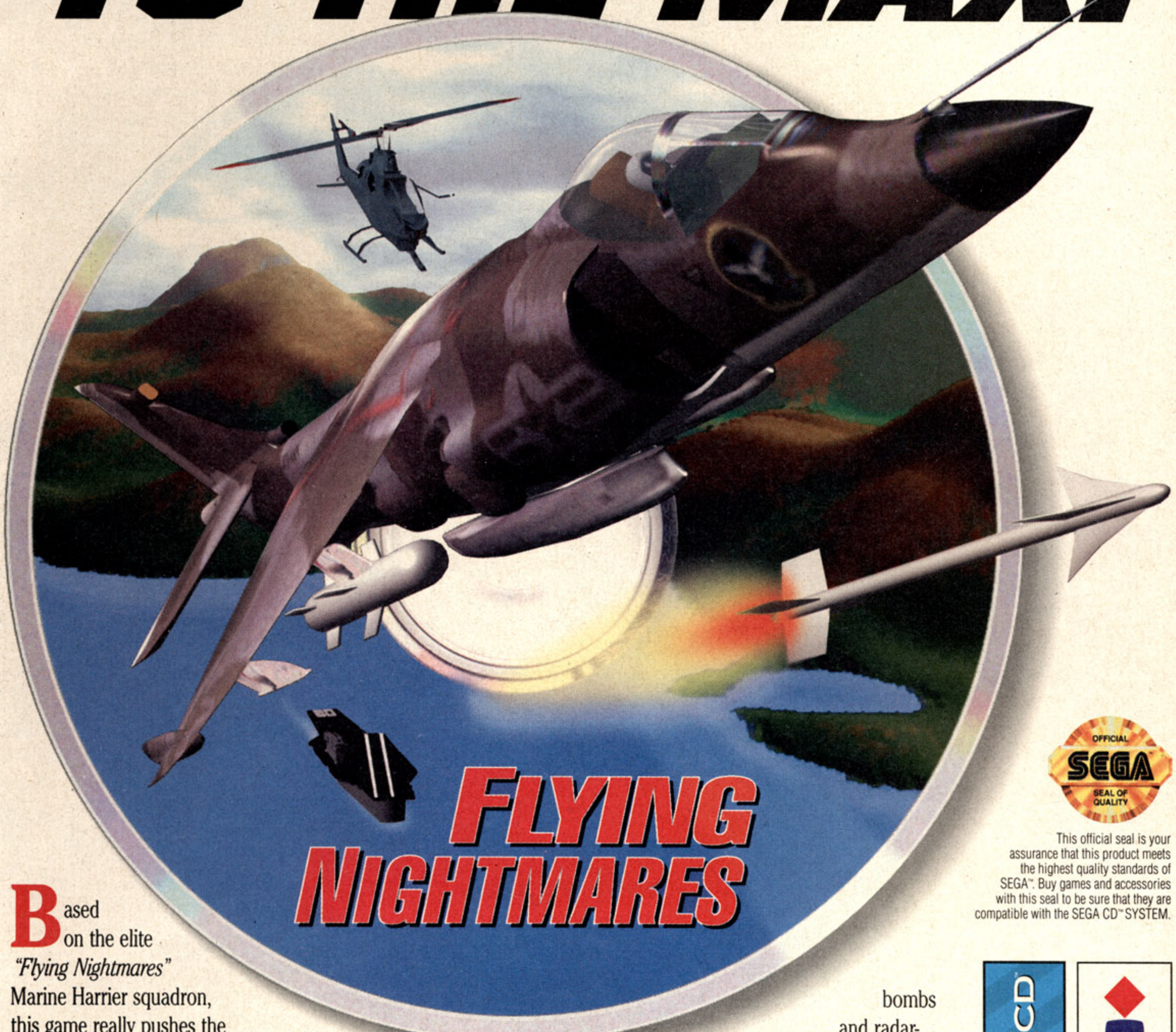

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Based on the elite *"Flying Nightmares"* Marine Harrier squadron, this game really pushes the envelope of CD technology.

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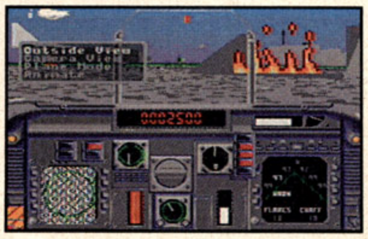
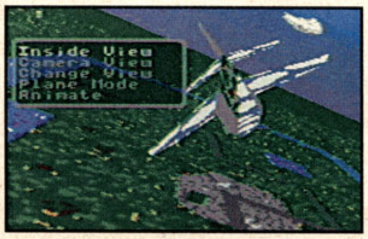
It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster bombs and radar-jamming pods. It's enough to make your heart pound and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well.

FLYING NIGHTMARES. Pushing CD technology – and you – to the max.





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PROREVIEW

Genesis

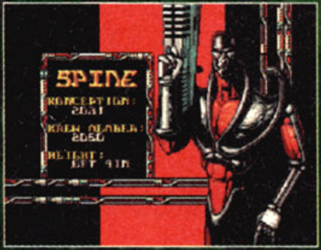
By Scary Larry

A great platform action title, Skeleton Krew is what 16-bit gaming used to be about. Fast fun, good looks, and challenging gameplay make Skeleton Krew a title worth owning.

Motley Krew

Monstro City is being taken over by DEAD Inc., which uses mutated life forms known as Psykogenics to do its bidding. Now the military has called in its toughest mercenaries, the Skeleton Krew, to do its bidding. You play as one of three skeletal warriors who blast their way through a ¾-overhead-view world, looking for money, glory, and Psykogenics to blow away.

You face the intense action with an unlimited supply of bombs and ammo for your rifle. Enemies attack from all sides and in all shapes and forms, so your thumbs will be worn to the bone by the time you blast through the first level. You also have to find doors, move blocks, trigger switches to advance, and figure out minor puzzles in your quest to clean Monstro City.



PROTIP: Each character has their own strengths and weaknesses. Joint is strong but slow. Rib is fast but weak. Spine is the best all-around character.

No Bones About It

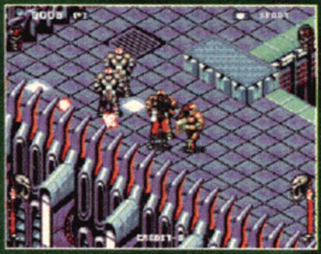
Sharp, distinct graphics impressively portray the game's six backgrounds, which include lava pits, sewers, and factories. Your three mercenaries are also detailed and move fluidly.

The eerie sounds might have added sonic depth if they weren't so repetitive. Minor sound effects don't do much for the game, and while the bomb-dropping noise is hilarious, it's too rude to describe.

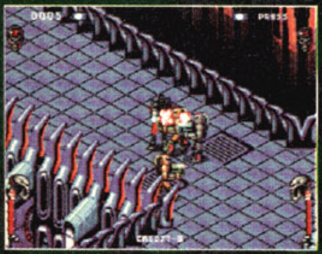
As for controls, the ¾-overhead view is great to look at and suits the action very well, but it's tough to maneuver in. Initially your shots always seem to angle in the wrong direction, no matter which direction you point your joypad. The confusing angle takes some getting used to, but once mastered, it's easy to handle.

A Certain Skull Level

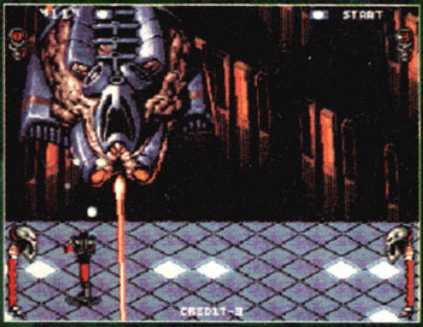
Skeleton Krew is a fast-paced, fun game. For gamers who thrived on the action in Soldiers of Fortune and Zombies Ate My Neighbors, Skeleton Krew is the fibula to their tibia. Skeleton Krew will keep you occupied for hours, and you'll probably be bone-tired afterward. G



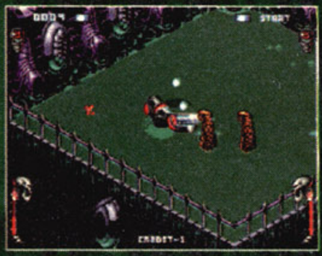
PROTIP: If a crowd develops, switch to bombs and take 'em all out. Or make a crowd appear, then let loose with the bombs.



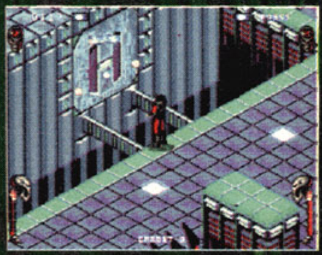
PROTIP: When you die, you won't reappear until you press Start. Use this delay to get out of harm's way.



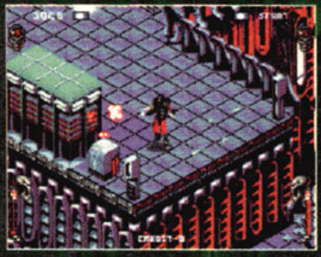
PROTIP: To beat the first boss, avoid his bullets, then shoot both sides of his head until he goes down.



PROTIP: To determine weak spots on bosses or other objects, look for the explosion made by a direct hit.



PROTIP: Shoot at any weird or unusual markings on the wall. They might be doors.



PROTIP: You must destroy shield generators to advance past electric fences. Look for the generators near the fences.

Genesis Game ProFile

Skeleton Krew

(By U.S. Gold)

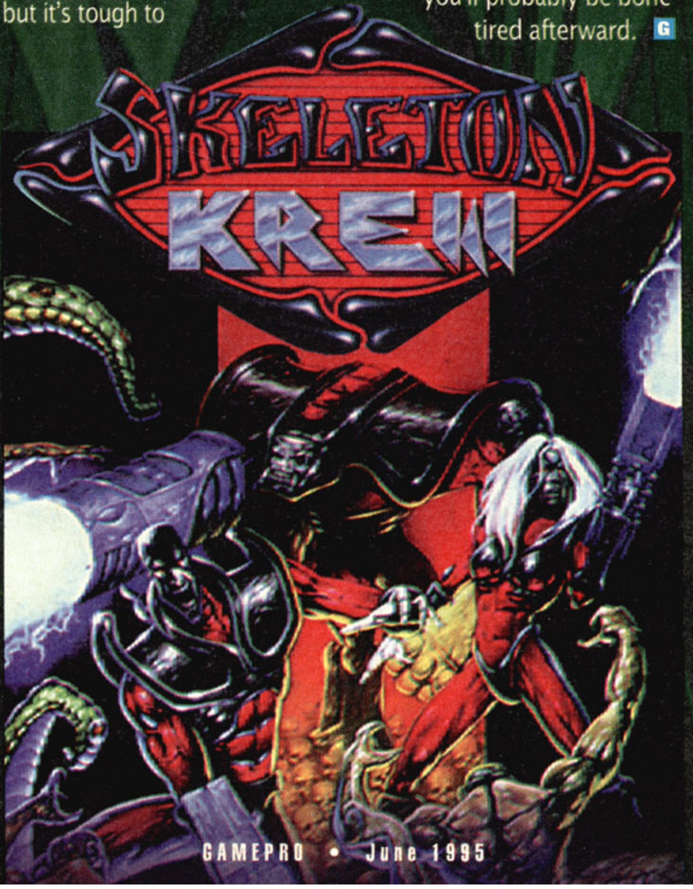
KIDS TO ADULTS K-A AGES 6+

Ready for some fast-shooting, a-maze-ing fun? Skeleton Krew gives you plenty of rib-cracking action, along with some impressive 16-bit graphics.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	4.0	ADJ. Adjustable

Price not available
16 megs
Available May
Action/adventure

2 players
¾-overhead view
Multiscrolling



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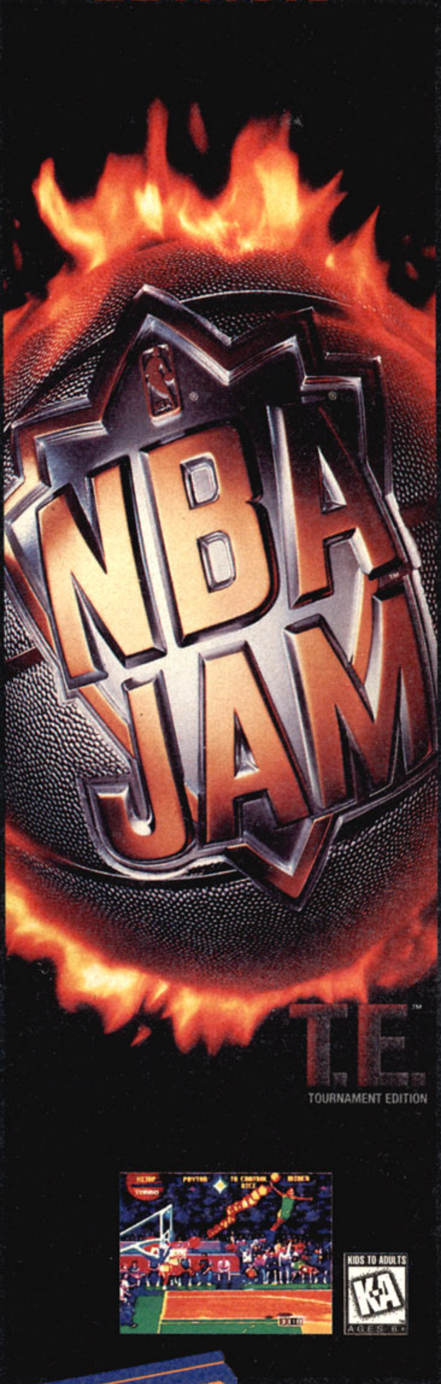
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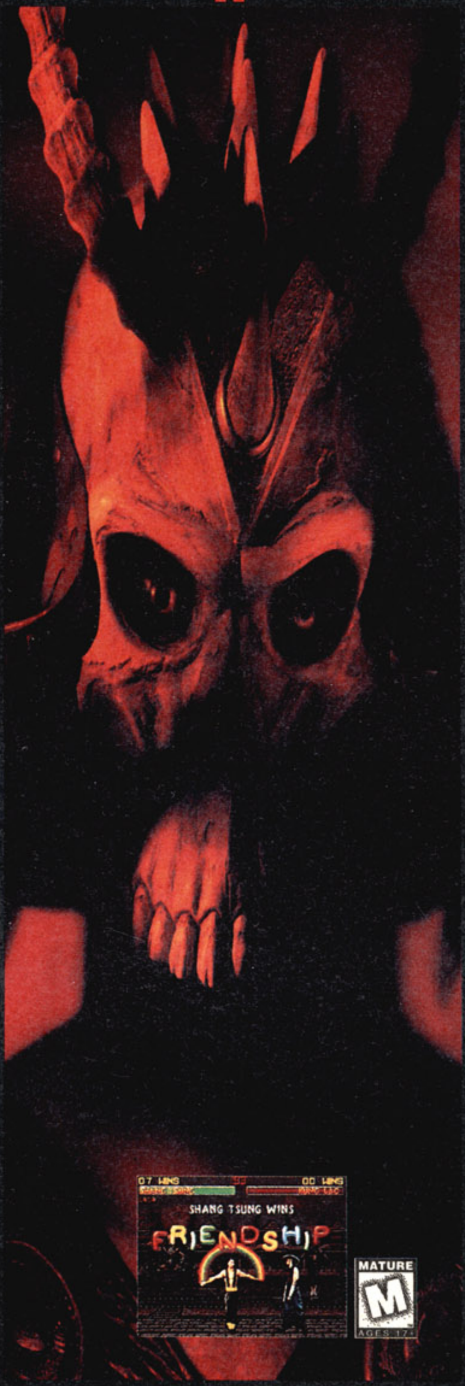
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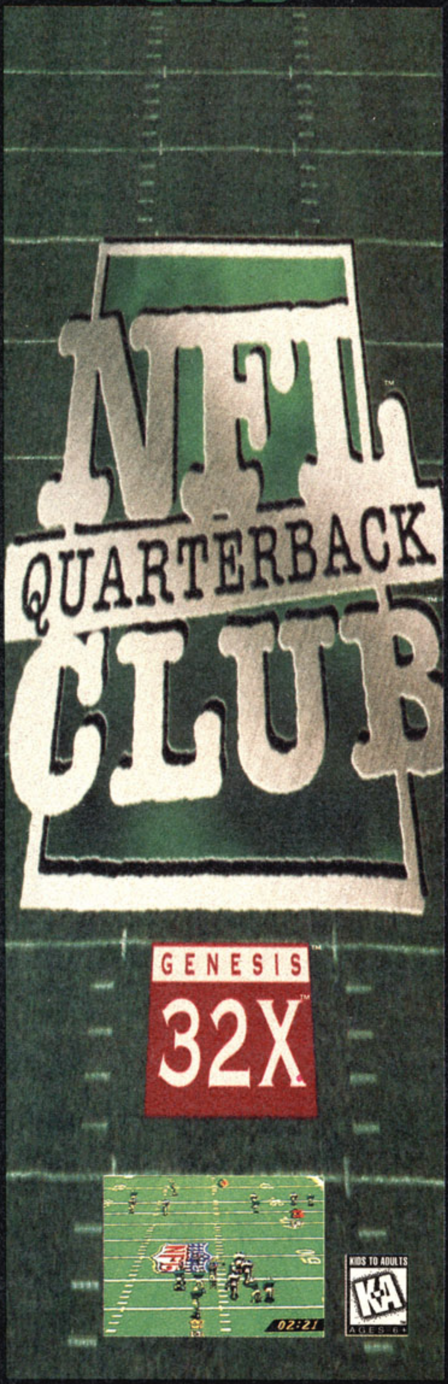
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EXO SQUAD

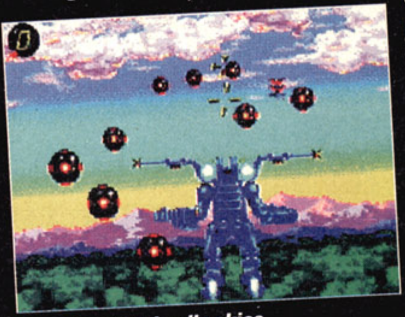
By Toxic Tommy

ExoSquad is a futuristic action/adventure based on a kiddie cartoon in which humans have created a race of superworkers called Neosapiens. The Neos are smarter and stronger than people, but when they start thinking they're better than people, it's war! The ExoSquad is an elite human fighting force pitted against the Neos.

Three-Pronged Attacks

In this galactic slave revolt, the morality of the story line isn't the only thing that's murky. Although the game's clearly designed to please the TV show's young fans, the challenge swings precariously from too easy to too hard.

ExoSquad's three modes offer good variety. Behind-the-vehicle shooter levels feature thumb-numbing aerial action with flying battlesuits called E-Frames. Side-view action levels are ground-based E-Frame blast-em-ups. Finally, you get one-on-one fighting levels against E-Framed Neosapien warriors. You can also play a Duel mode independently against a pal or the computer.


Gorgeous but deadly skies

Genesis Game ProFile
ExoSquad
(By Playmates)

KIDS TO ADULTS K-A AGES 6+

ExoSquad's three gameplay modes will hold the interest of the cartoon's fans, but flighty controls and unbalanced challenge may relegate this squad to the barracks.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	3.5	INT. Intermediate

$57.99
8 megs
Available July
Action/adventure

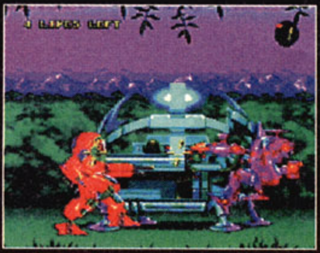
2 players
Multiple views
Multiscrolling
Passwords

Mechwarrior Worries

Once the battles begin, ExoSquad begins to run into mechanical difficulties. In the space-shooter levels, detecting oncoming meteorites and Neo missiles is excruciatingly tough because of the star-studded backgrounds.

The ground attacks, on the other hand, are a slowly moving breeze; your E-Frame lumbers along the landscape to eliminate equally pokey enemies. The one-on-one fighting offers an intriguing mix of air-to-air, surface-to-air, and air-to-surface attacks, but they're frustrating because of molasses-like controls.

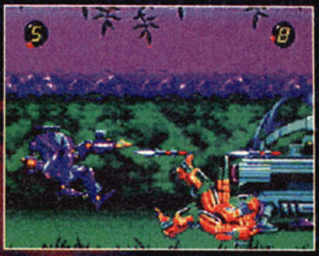
PROTIP: During duels, use the overhand blow if your foe flies overhead.

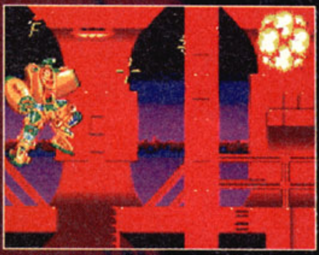

PROTIP: At the start of duels, the chicken computer immediately cheaps you with a weapon attack. Jump or duck the instant a duel begins.

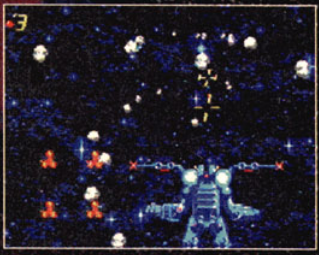
At least ExoSquad fans should get a kick out of this cart. Three popular 'Squad members (Bronski, Torres, and Lt. Marsh) are on duty even if you can't select them.

ExoSquad Excitement

The ExoSquad is after a Neosapien time machine!


PROTIP: During duels, your enemy can't blast you if you duck or if you're prone. The prone button (press Down and Button C) responds quickest.


PROTIP: Hold down Button B as Bronski moves so his gun's always charged for a devastating power blast.

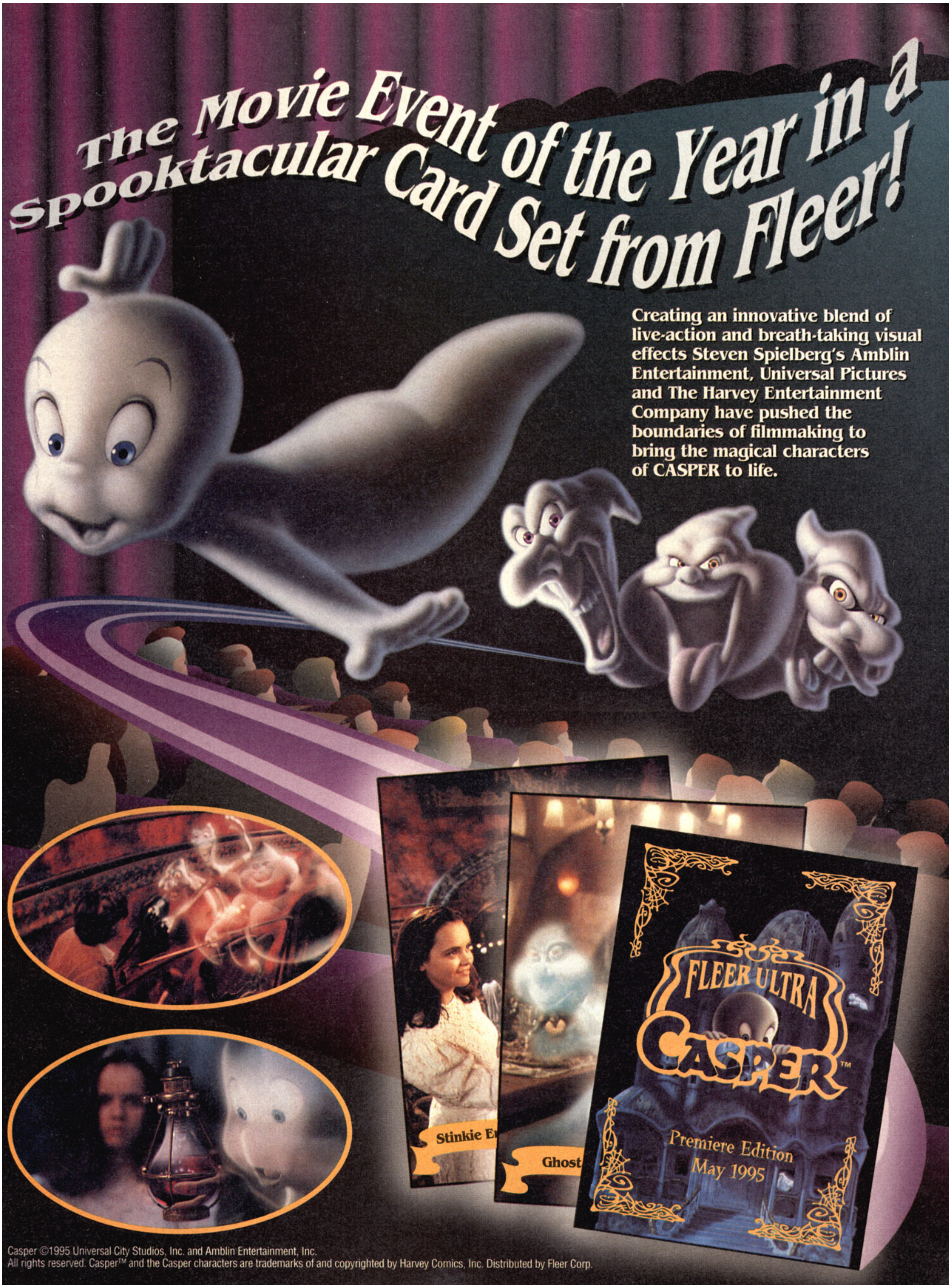

PROTIP: To survive meteor showers, learn to pick out pathways between distant meteors.

Consequently, the character visuals are the graphical highlights. Nicely colored, detailed E-Frames show up during gameplay, and story sequences present sharp if somewhat flat closeups.

'Squad's sounds won't fire your imagination, but they don't squash your eardrums, either. The effects do their duty, and the tunes rock with the action.

Star Quality

ExoSquad fans may dig blasting off with their heroes, but beginning gamers may burn out on the tough challenge and the imprecise controls. Joining this 'Squad requires a strong sense of duty. G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FAHRENHEIT

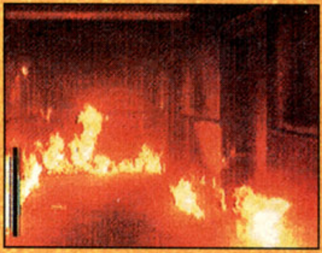
By Captain Squideo

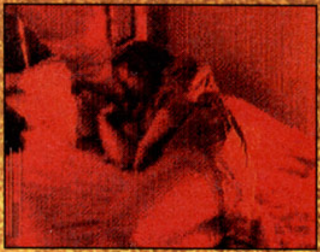
Fahrenheit turns up the heat with Hollywood-style sound and graphics that present a stylish thriller. While this disc doesn't bring thumb-burning action to your Sega CD, it slowly lights an intense fire under you.

Flame On!

If you liked the film *Backdraft* and envisioned yourself as a heroic firefighter, Fahrenheit gives you your chance with a series of roaring fires in a house, hotel, and university. Donning your mask and air tank, you enter each red-hot situation and take a first-person tour of the infernal inferno.

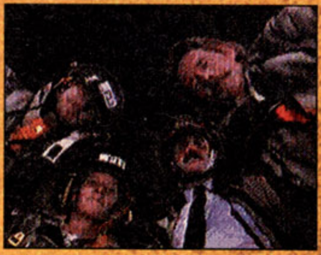
Throughout, you're posed a series of questions that constitutes the strategy-based gameplay. Open this door or that one? Remove the kerosene lamp or not? Keep going, or is your air supply too low? It's not fast, but it's intense, especially when wrong decisions turn you into a charcoal briquette.

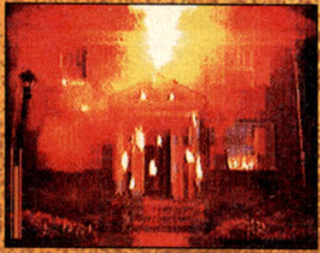

PROTIP: Test the temperatures of the doors in the hotel before you open them. If they're cold, it's safe to go in.


PROTIP: In the house, the girl is unconscious in her bed upstairs. Hand her out through the window in the boy's room.

Johnny Torch would love these graphics. So would anybody who likes the color orange. Fahrenheit's full-motion video fills virtually every scene with erupting flames, and fellow firefighters frequently rush past you or turn to you for help.

Good introductory footage sets up your role as the raw rookie, while sudden, bright explosions add more thrills. Only the occasional choppiness and pixelization limit the visual fun.


The rest of your crew. They'll drag you out of burning buildings if you mess up (and then they'll let you know about it!).


PROTIP: Your first assignment: Rescue the girl and the cat from this burning house. The cat's hiding in the boat in the garage.

We have lift off!

The sounds are just as good. Crackling fire, of course, dominates your environment, but other sonic details provide aural clues that aid your searches. The clear voices from veteran firefighters convey lots of sarcastic taunts.

Toasty!

If there's a flaw, it's the limited controls. Where's the fast button pressing and adrenaline-pumping action? Most of the game is played using only the directionals as you investigate hallways. When you do use the buttons to make selections, you have several seconds to think first.

This kind of plodding gameplay will appeal to gamers who prefer to strain their brains, not their thumbs. If you're looking for a thumb-blistering workout, move on.

First-Rate Pressure Cooker

But if you're looking for an intriguing good time, look to Fahrenheit. Its increasingly tense strategy scenarios and topnotch sounds and graphics make it a four-alarm game. Fahrenheit cooks. G

Sega CD Game ProFile

Fahrenheit

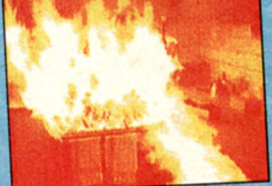
(By Sega)

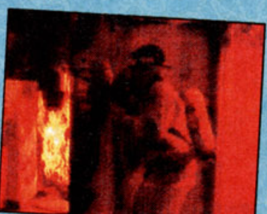
If you like first-person, full-motion-video games and you're not craving fast action, you'll like Fahrenheit, a well-executed thriller that slowly builds in intensity.

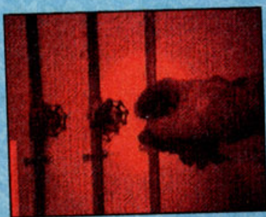
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.0	4.0	ADJ. Adjustable

$59.99	3 levels
CD	First-person view
Available now	Multiscrolling
Strategy	Save feature
1 player	

Kill the Stove


PROTIP: In the house's kitchen, switch off the gas leading to the burning stove...


...by forcing open the utility closet...


...and then turning the valve on the right.

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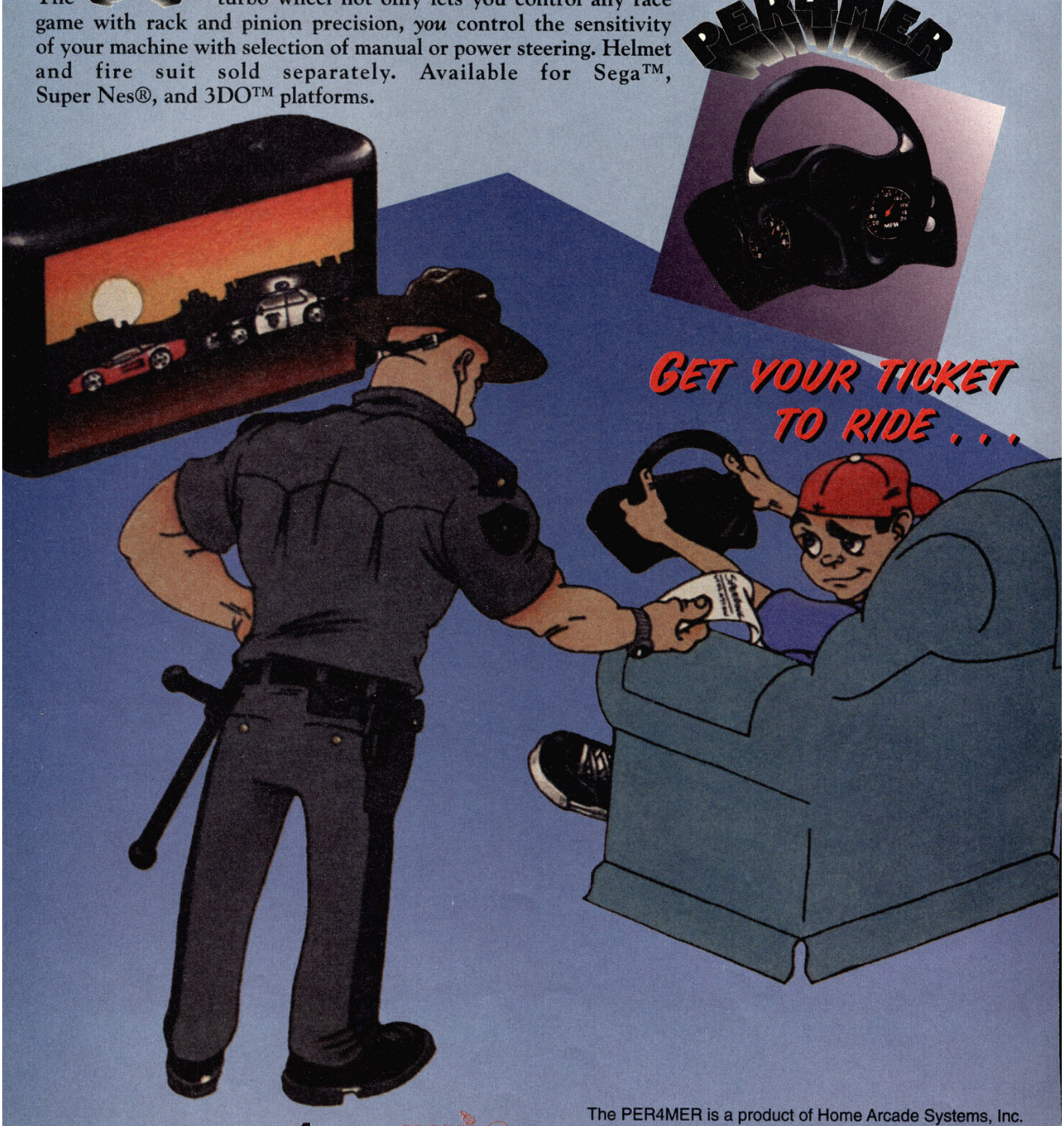
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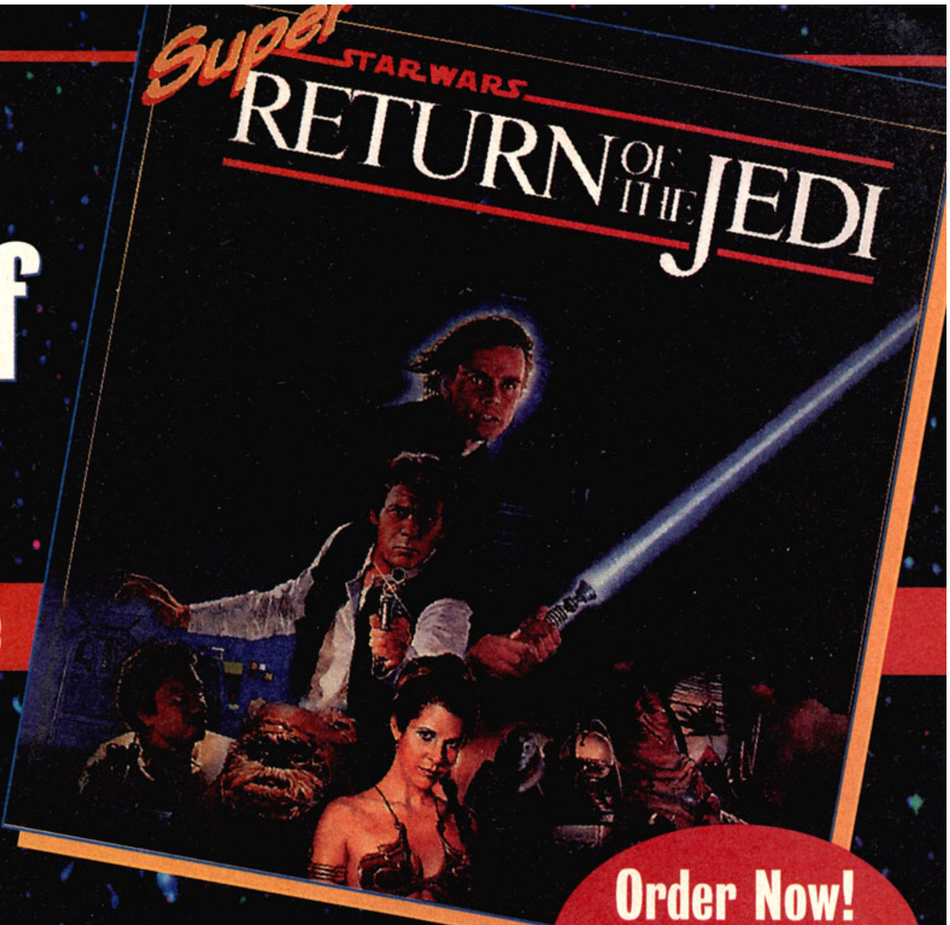
Super Return of the Jedi

Official Players Guide

By Tim Rooney



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06GP328

KNUCKLES CHAOTIX

By Bruised Lee

The Sega spotlight moves from Sonic to Knuckles as the plucky echidna stars in his own game for the 32X. But the light burns out fast for the eager rodent. Despite some new tricks and characters, that ol' Sonic magic is sorely lacking.

Spun Out

In Chaotix, Knuckles teams up with four new friends as they try to stop Dr. Robotnik from ruining Carnival Island's opening-day event. "Team up" is really the operative phrase here: Throughout the action, Knuckles is tied to another character, thanks to a magical rubber band with rings.

One of the elements that makes the Sonic games so enjoyable is the depth of the intricate levels and the many hidden surprises. Although Chaotix is a Sonic clone, you play through five of the most unoriginal levels ever seen by hedgehog or human.

True, the levels are fairly large, but they're too simply laid out with too few enemies and hidden secrets. Playing the other characters in the game does distill the monotony, but the new characters offer little in the way of thrilling moves.

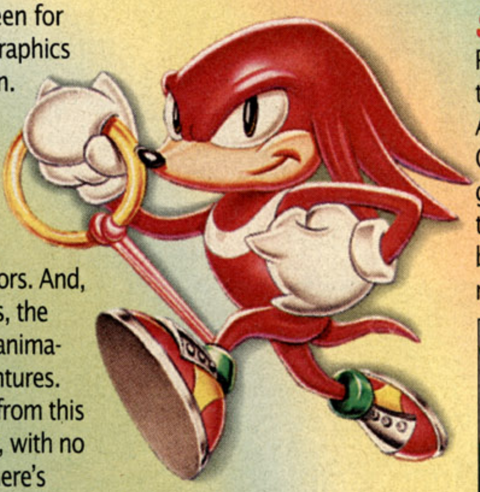
Aside from the vibrant use of colors – the most seen for the 32X to date – the graphics display little innovation. The 32X does sport some scaling, but instead of mind-blowing state-of-the-art effects, you get huge chunks of pixelated colors. And, despite the many colors, the graphics lack the crisp animation of past Sonic adventures.

The tunes that wail from this cart are Genesis quality, with no 32X audio apparent. There's simply nothing new to hear.

Break Free From the Chains

Chaotix's biggest problem is its choppy controls. Another operative word comes to mind – annoying – because being handcuffed to another player makes gameplay very difficult. When you go one way, your secondary character always seems to go the other.

Sound frustrating? Trying to avoid unwanted power-ups is an even bigger hassle. You may jump over them, but your tagalong partner usually lands or swings right on 'em.



Sonic, We Need You

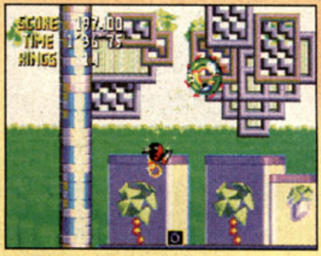
Passing up this title is probably the best move of Sonic's career. After Sonic & Knuckles on the Genesis, one would expect bigger and better things. Chaotix tries to deliver but doesn't get bigger or better...it just gets more chaotic.

32X Game ProFile
Chaotix
(By Sega)

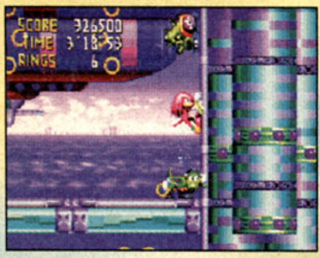
Being shackled to unappealing characters that roam around in unappealing, lifeless levels really brings this cart down. Restrictive controls make you wish for a hacksaw power-up.

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	3.0	2.5	2.0	Intermediate

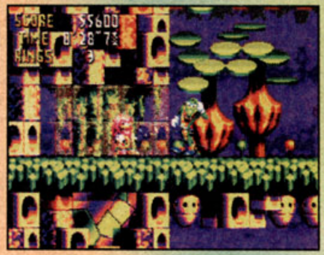
$69.99
24 megs
Available now
Action/adventure
2 players
5 levels
3 bonus rounds
Side view



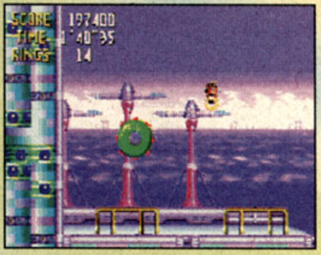
PROTIP: Grab your partner and throw him in the air to reach high spots.



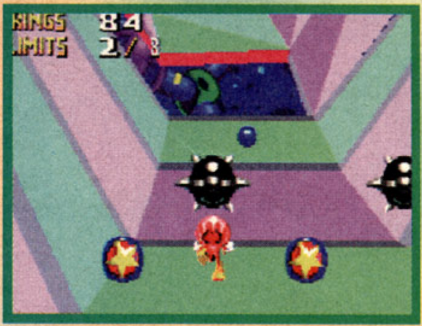
PROTIP: Collect as many rings as possible. If you're lost, seeing new rings is a good indication that you haven't been to that part of the stage yet.



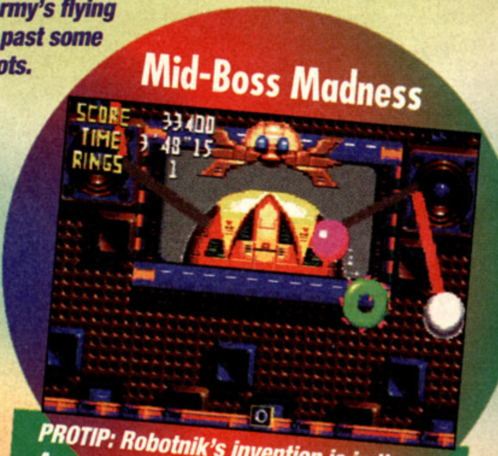
PROTIP: You can pass through some walls in the levels to find hidden power-ups.



PROTIP: Use Charmy's flying abilities to buzz past some of the harder spots.



PROTIP: The more rings you have in the Special stage, the more time you have to concentrate on getting the required number of blue spheres.



PROTIP: Robotnik's invention is in the Amazing Arena. You face a time limit, so quickly Spin Jump him on the head to destroy him.

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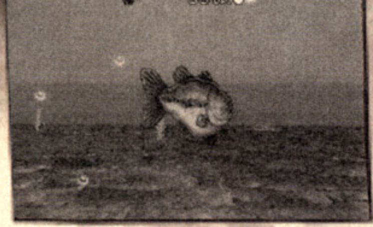

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32X CD

SUPREME 英雄 WARRIOR

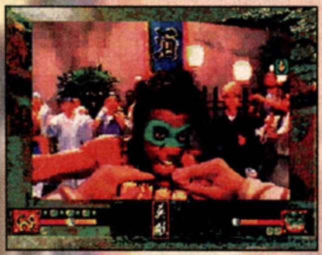
By Slo Mo

Supreme Warrior is kung fu fighting its way through any system that can spin a disc – 3DO (see ProReview, April), Sega CD (see ProReview, May), 32X CD, and eventually the PC CD. The game, however, is exactly the same, which means you can expect first-person fighting that's fierce – maybe too fierce.

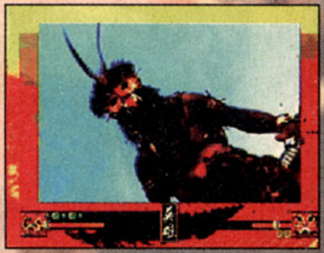
Kung Fu with Clarity

The story line is classic kung fu movie stuff. You're a kung fu rookie out to fight three villainous gods, their six bodyguards, and their master, the evil Fang Tu. If you dig those campy Chinese martial arts flicks, the live-action video here is a real...uh, kick. The clear 32X CD visuals vastly improve on the grainy Sega CD graphics. The sharp CD audio is also a perfect match for the action...or a fun mismatch with the out-of-synch Chinese language option.

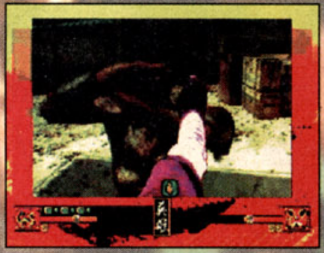
Kung fu in any form takes time to learn. You must master complex control patterns to survive this game, and few players will. Since you fight with all four limbs, the controls require you to simultaneously press an action button and a directional, including the dreaded diagonals, to toss a single attack. At least your arsenal's meaty with five kicks, five punches, three blocks, twelve special moves, and even three dirty tricks.



PROTIP: If you score a hit, memorize the video sequence that occurs just before your successful attack. The opening is always there.



PROTIP: Go after Fire God first. He's the weakest.



PROTIP: Try not to kick when your opponent's too close. You lose valuable Attack Chi power.

Warrior's Wicked

Warrior's a good fight, but it's supremely challenging. This isn't a game for players who just want to fu around. **G**

Supreme Warrior by Digital Pictures

Graphics,	Sound	Control	FunFactor	Challenge
				ADV.
4.0	5.0	3.5	4.0	Advanced

Price not available
CD
Available now
Fighting
4 locations
1 player
First-person view
2 CDs
ESRB rating: Mature

32X

TOUGHMAN CONTEST

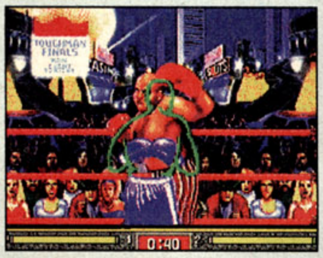
By Tommy Glide

Toughman is the same great game on the 32X that it is on the Genesis. Only a few noticeable enhancements separate them.

Tough Stuff

Maintaining the same amount of memory as the Genesis cart, Toughman 32X doesn't add much, and with identical gameplay, don't expect any new characters or power punches. As one of 24 challengers, Toughman players can square off against each other, enter the Toughman Contest, or set up a tournament for up to eight players.

Graphically, Toughman 32X picks up where the Genesis version left off. All the characters look pretty much the same, but the backgrounds have been completely redone – perhaps to their detriment. Unfortunately, most of the crazy background animations, such as feeding your opponent to the lions, have been cut out. While new beautifully detailed backgrounds give the 32X game a much richer appearance, it's questionable whether it was worth sacrificing the humor.

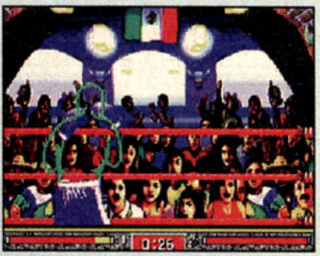


The 32X gives you one clean and mean Bean.

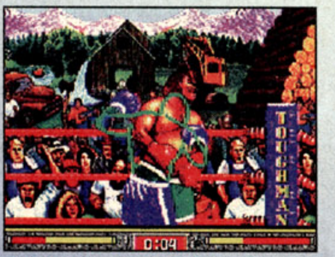
The sound also improves noticeably over its 16-bit predecessor's. While it's just a little more crisp overall, only gamers with a surround-sound system will appreciate the added surround-sound feature.

Toughman Deluxe

If you own a 32X, you'll probably want this version over the Genesis version. They sell for the same price, so why not? Still, Genesis owners who don't have a 32X aren't missing much. Toughman didn't get any tougher this round. **G**



PROTIP: When your opponent is down, rapidly press the buttons and rotate the directional pad to gain energy.



PROTIP: Land a hook, and you can get in two more with the same hand.

Toughman Contest by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.5	5.0	Intermediate

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32 megs
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Boxing
2 players
24 challengers
Multiple views
Multiscrolling
Passwords
ESRB rating: Teen

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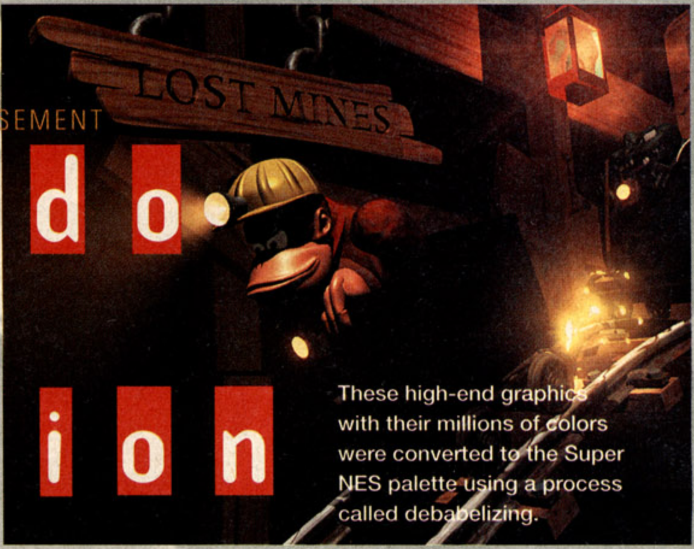
Nintendo the Innovation leader&



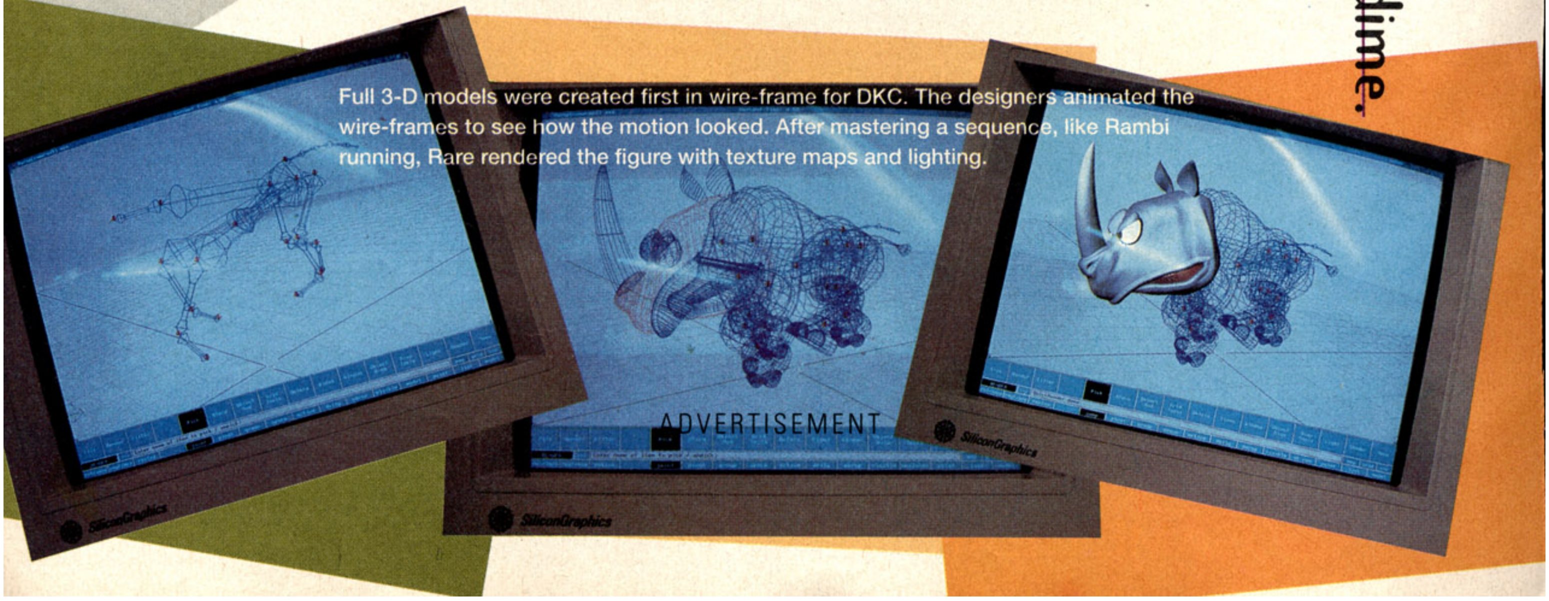
These high-end graphics with their millions of colors were converted to the Super NES palette using a process called debabelizing.

How to boost the performance of your video game system without spending a dime.

At Nintendo, engineers and game designers continually work to enhance Super NES games from the inside out. Stunning new games such as Donkey Kong Country use innovative programming techniques while other games actually have new hardware technology like the Super FX chip built into the Game Pak. You don't need to buy an expensive adapter to play them, either. In fact, with games using ACM, or the FX^2 and SA1, gamers won't have to pay an extra dime for the innovations.

ACM: The Magic In The Machine

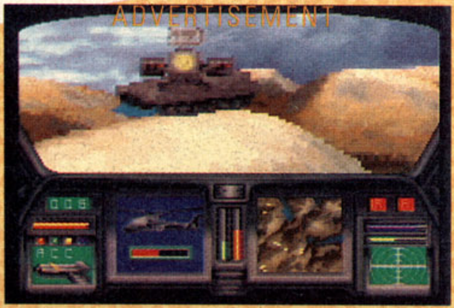
So what is ACM? It's a technique in which all the graphical elements of a game are created on high-end, 3-D graphics computers like the SGI Challenge, then converted to run on the Super NES. The team at Rare spent more than 18 man-years creating the animations and backgrounds for DKC. Then they converted the images for the Super NES in a process called *debabelizing*, which reduced the rendered images from millions of colors to 256 or less. By working from the high-end down, Rare achieved a new level of graphics for video games. Tim Stamper, DKC's designer, sees the future like this, "From now on, everyone will have to live up to this game."

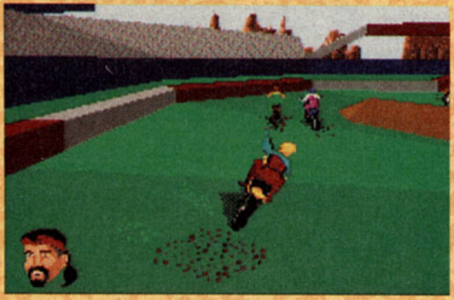


Full 3-D models were created first in wire-frame for DKC. The designers animated the wire-frames to see how the motion looked. After mastering a sequence, like Rambi running, Rare rendered the figure with texture maps and lighting.

ADVERTISEMENT

SUPER FX^2





In Comanche and Dirt Trax FX, from Electro Brain, you'll see far more texture mapping and scaling sprites than in the original Super FX game, Star Fox. According to Jez San of Argonaut Software, the FX^2 can display 20,000 polygons per second, which is comparable to a high-priced 3DO system.

The latest upgrade of the Super FX chip—the FX^2—fits inside a Super NES Game Pak and is capable of manipulating more polygons, more texture mapped surfaces and more sprites. The RISC (Reduced Instruction Set Computer) chip even calculates pixel-by-pixel terrain maps on-the-fly (as in Nintendo's upcoming title, Comanche) to create more dramatic 3-D effects than were possible with the original version of the Super FX.

ACM doesn't require any adapters or special hardware for players, but it does require millions of dollars worth of equipment for game developers. The Challenge Computer at Rare is just one of the Silicon Graphics super computers that were used to create Donkey Kong Country.

The SA1

The most recent breakthrough at Nintendo is the Super Accelerator co-processor. The SA1 fits inside Game Paks like the FX^2, but the SA1 is a processor like the CPU in the Super NES Control Deck. It can access memory in the Game Pak and work directly with the CPU to provide enhanced graphics, processing speed and arithmetic functions. It runs four times faster than the Super NES CPU, improving performance by up to 500%. That translates into games with more realistic animation and 3-D environments.

DOLLARS AND SENSE

Sega says they want to ease gamers into the next generation, but they're asking $150 for the 32X and Saturn will cost more than twice that. In the meantime, you can spend another hefty chunk on Neptune—the all-in-one 32X/Genesis hybrid. What's that for? To ease you from the 32X to the Saturn? Maybe Sega should ease up on your wallet instead?

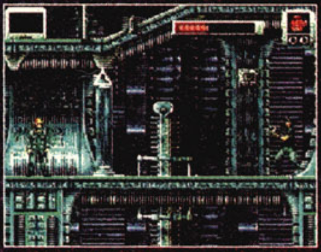
Gamers want better **games** today for the systems they already own. A system add-on or plug-in is expensive and you can't update it. In other words, you're stuck with it. Nintendo's solution makes real sense: upgrade the Game Pak and the software inside with innovations like ACM, the FX^2 and SA1. As technology improves, so do the games. For no extra cost...and no gimmicks...you can play the next generation of games on your Super NES.

ADVERTISEMENT

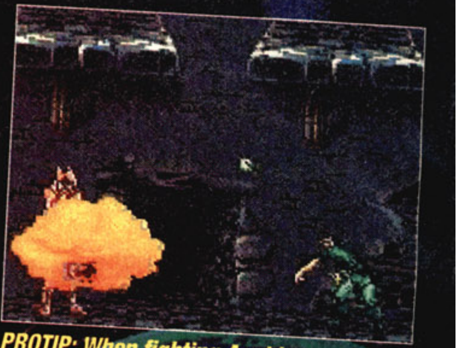
STARGATE

By Bacon

Stargate won't transport you into action/adventure heaven, but its solid platform action has enough intriguing twists to launch you into orbit (even though it's identical to the Genesis version). This entertaining journey will snare your attention with exceptional graphics and relentless challenge.



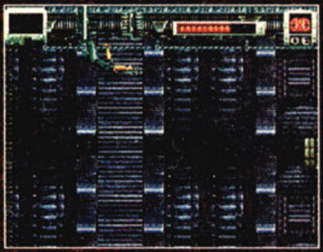
***PROTIP:* In Ra's pyramid, find and shoot these switches to open the force-field doors.**



***PROTIP:* When fighting Anubis, use your gun to make him teleport when he surprises you and when you can't reach him with grenades. If you trap him, quickly hit him with two grenades and dash to a different spot.**

Stellar Action

Based on last year's hit flick, Stargate sets you up as Colonel Jack O'Neil, the leader of a squad of Marines that's exploring a planet on the other side of the universe. The game unfolds as a series of missions that send you jumping and shooting through various alien landscapes to achieve mission objectives. Eventually, you're embroiled in a complex scheme to save the locals and even Earth itself.



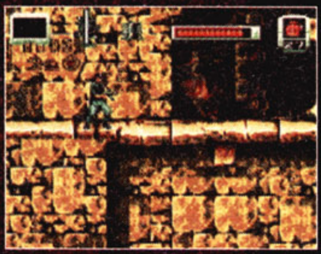
***PROTIP:* Keep an eye out for elements in the background that you can climb; each mission has a new one.**

The details of the missions, such as locating local leaders and raiding the enemy's armory, draw you deeper into the absorbing story line. RPG-like conversations provide timely tips and plot info, adding depth to an engrossing story that involves you more than the action alone would.

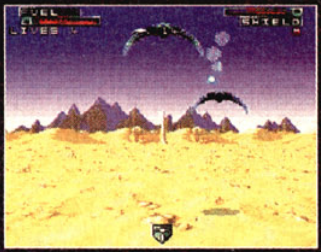
Marine Mayhem

But there's plenty of action to satisfy adrenaline junkies. Armed with a machine gun and a stash of grenades, you'll have a blast blazing through hordes of enemies. Enticing power-ups juice up the combat, and the focus on fighting keeps the gameplay riveting. No tediously impossible jumps or obstacles drive you batty before you master them.

With four buttons to command O'Neil's broad range of moves, the responsive controls let you pitch grenades, crouch, run, and shoot without a hitch, but the flaky jumps require practice. Even worse, the flaccid controls in the weak glider-flying missions hang you out to dry. Despite these flaws, the controls definitely improve on the finger-snarling setup of the Genesis version.



***PROTIP:* In Nagada, watch for the crescent-shaped patterns of cracks in the catwalks. They'll crumble underneath you.**



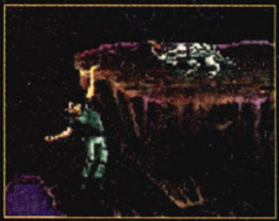
***PROTIP:* When flying the glider, wait for the icon that indicates enemies are approaching from behind. Fire a heat-seeking missile as soon as they appear, and you can often take out two with one shot.**

Shining Stars

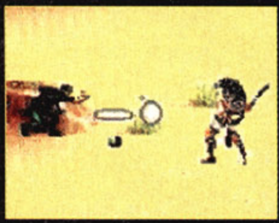
O'Neil decisively steals the graphical show; wonderfully detailed animations imbue his sprite with striking realism. Well-illustrated backgrounds capture the atmosphere of an alien world, and, though the enemies are nicely animated, a broader array of foes would've energized the action.

Funky Arabian beats suitably accompany each level, but the insipid grunts and running noises do little to intensify the action. Regardless, with three difficulty levels and a seemingly unending lineup of missions and sub-missions, this cart will send you happily into combat until your thumbs fall off. G

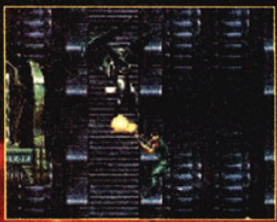
A Few Good Tactics



Dangle from ledges and shoot or throw grenades before you enter a new area. This tactic works for enemies that are above or below you.



If an enemy's too close for throwing grenades, bowl 'em instead (crouch, then hold Down and hit Button X).



Bring down airborne enemies by continually jumping and shooting.

Super NES Game ProFile

Stargate

(By Acclaim)

KIDS TO ADULTS K-A AGES 6+

Stargate's fresh, gripping platform action and impressive graphics provide a gateway to some serious interstellar fun.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	ADJ. Adjustable

$74.95
16 megs
Available May
Action/adventure
1 player

12 missions
Side view
Multiscrolling
Passwords

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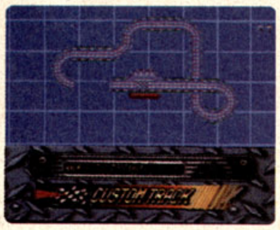
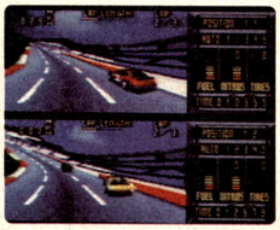

CUSTOM TRACK

Create all the curves, hair pin turns and loops you want.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FUEL NITROUS TIMES
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Fatal Fury Special

By Scary Larry

Put 15 of the baddest brawlers in one 32-meg cart, and you have a game that could have been one of the year's best. So what happened?

3
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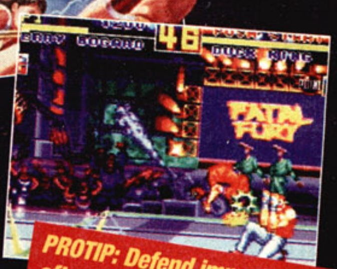
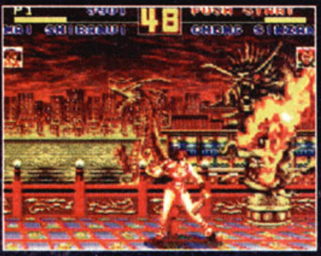
ACTI



PROTIP: Defend immediately after a blistering combo. The computer comes after you.

Hunky Bogards

To begin with, the game's premise is weak. Two brawling brothers known as the Bogards are looking for a fight. They've brought along a bunch of other fighters who are also looking for some knuckle-dusting. Unfortunately, they didn't bring along the things they most needed: the enhancements from the Neo•Geo version.



PROTIP: Combo attacks work. Jump in with a kick and follow with a special move.

The tricky control chalks up another problem on the scorecard, especially for Fatal fanatics familiar with the four-button Neo•Geo layout. You can assign buttons, making most moves fairly easy to execute if you're used to rumbling à la Street Fighter.

Augmenting the standard punches and kicks, however, are a series of special moves such as Mai's Dragon Fire and Terry's Rising Knuckle, which are fun to watch but often difficult to do in succession. Be happy if you perform them three times in one round.

Included, too, are secret moves that wipe out your opponent when things look bad for you. These moves, which are activated when you're near death, are the game's cheesy way of evening out things between players of varying skill levels.

Super NES Game ProFile

Fatal Fury Special

(By Takara)

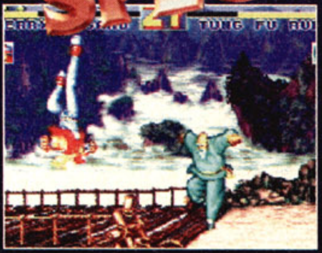
KIDS TO ADULTS K-A AGES 6+

The Bogards are back, and they brought some special fighting friends with them. This butt-kicking bonanza loses a little something in the translation from the Neo•Geo, though.

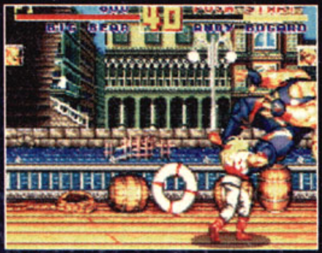
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.0	3.5	3.0	Adjustable

Price not available
32 megs
Available now
Fighting

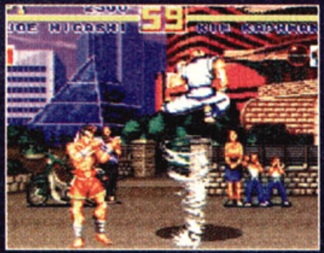
2 players
Side view
Multiscrolling



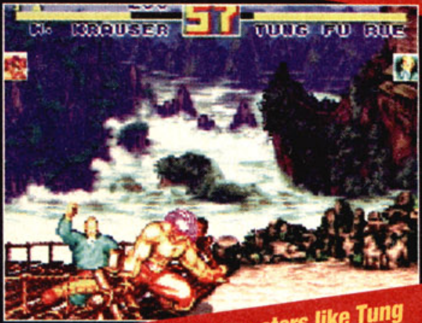
PROTIP: Use spinning attacks like the Rising Knuckle to knock people out of the air.



PROTIP: An alternative to real fighting is to trap opponents in the corner and whale away. Go low after every other hit.



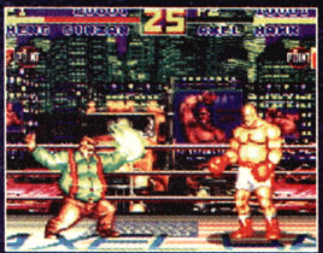
PROTIP: Throw a projectile like Joe's Hurricane, then follow it in and waylay an opponent.



PROTIP: Hit small characters like Tung Fu Rue low.

Small, Dark, And Fur(r)y

The graphics leave you hungry. Small sprites and missing frames of animation really play down the SNES's graphical capabilities. The backgrounds aren't as special as they were in Fatal Fury 2, and the whole game gives you a disappointing sense of "seen it, fought it." The annoying background/foreground jumping that made it hard to follow the action in the original FFS was also left in.



PROTIP: You can do your special move only when your life bar is flashing red. Practice during a two-player game with the other player standing still.

The sounds jam a little harder than the sights, but not by much. The hard-driving Fatal Fury music is here once again, and the game's generous voice and sound effects sufficiently pump up your fighting spirit.

The Late Show

Perhaps the biggest problem with Fatal Fury Special is that the game took so long to come out. Newer, more sophisticated fighters are already on their way, overshadowing anything Special about this game. Only Fury fans will want to own this brawler – just for Special sentimental reasons. G

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in this issue

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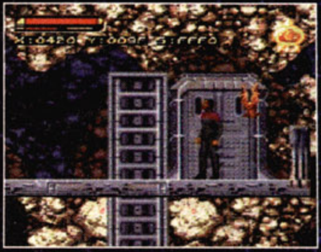
STAR TREK DEEP SPACE NINE
CROSSROADS OF TIME

By Doctor Zombie

Although action abounds in Deep Space Nine, at its core this cart runneth over with a series of mazelike puzzles that demand patience and concentration.

Bajor Headache

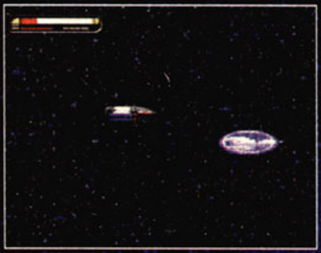
Deep Space Nine is a giant space station orbiting near the planet Bajor. Led by Commander Benjamin Sisko, DS9 serves as an outer-space waystation catering to numerous intergalactic races. As Sisko, you face eight intensive missions, scouring DS9 and other locales for hidden items. You even pilot a Federation cruiser through a meteor storm and wormhole.



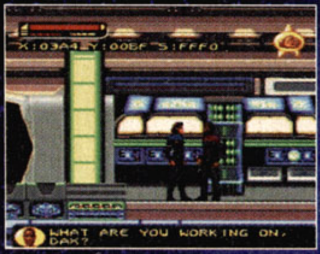
PROTIP: At the top of the first level in the Katakombs, make a long running jump while pressing Up so you can catch the offscreen ledge.

Although the gameplay principally entails winding your way through each level, you'll engage in a good deal of fisticuffs with outer-space thugs (until you find the Phasers). The simple fighting is faithful to the Star Trek motto against violence for the sake of violence.

DS9 shows a great effort to be faithful to its source with large, sharply rendered character sprites. Unfortunately, the gameplay, controls, and sound don't match the graphical effort.



PROTIP: Stay on the Cardassian ship's tail and let it take out the meteorites with its shields while you preserve yours.



WHAT ARE YOU WORKING ON, DAX?

PROTIP: Talk to everyone you encounter. Often, they say something different when you come back to them.

The controls are somewhat clunky, especially in situations requiring split-second timing, and the sound effects are plain. An annoying techno-electronic soundtrack demands to be turned down and tuned out.

Cardassians, Quark, And Borgs…Oh, My!

Gameplay soon becomes repetitive with Sisko running through similar-looking levels again and again. True adventure gamers may want to beam elsewhere for this type of action, but *Deep Space Nine* fans will warp onto this cart for its authentic flair. **G**

Star Trek: Deep Space Nine - Crossroads of Time by Playmates

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	2.5	3.5	3.0	Adjustable

$57.99
8 megs
Available July
Action/adventure
1 player
Passwords
Side scrolling
ESRB rating: Kids to Adults

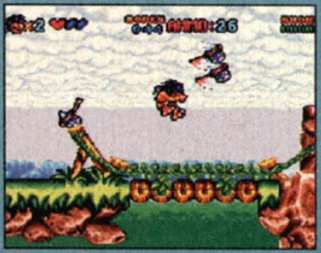
PREHISTORIK MAN

By Bonehead

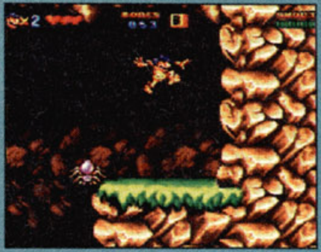
Just when you thought that Joe 'n' Mac-style games were extinct, along comes this lightweight clone of the dino dudes' prehistoric adventures.

Time Machine

Prehistorik Man's plot is as primitive as its fur-clad hero.



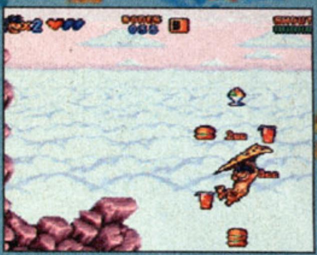
PROTIP: When you leave the cave in Ancient Bridges, run left to grab the special multiple axes, then run right to take on your enemies.



PROTIP: In the High Jungle, ride the spiders to the right, then jump up and behind the wall to find a secret cave.

Sam's a caveman hoppin'-n-boppin' his way through prehistoric jungles in search of burgers, fries, and sundaes (all that cholesterol – maybe that's what killed the dinosaurs).

Sam whomps beasties with his club, runs like a dog, and climbs vines. The action's simple, the enemies are easy, and everything will remind you of prehistoric 1992 games.



PROTIP: Your hang glider quickly stalls in Cloud Canyon, so continually dive to gain more lift.

Unfortunately, the control limits the fun. While you do have a variety of skills – including the ability to fly a hang glider – they're tough to master. You can jump once onto a crawling enemy to score a hit, but multiple jumps are difficult to pull off without taking damage. And handling the hang glider requires more practice than younger gamers like.

B.C.: Before CDs

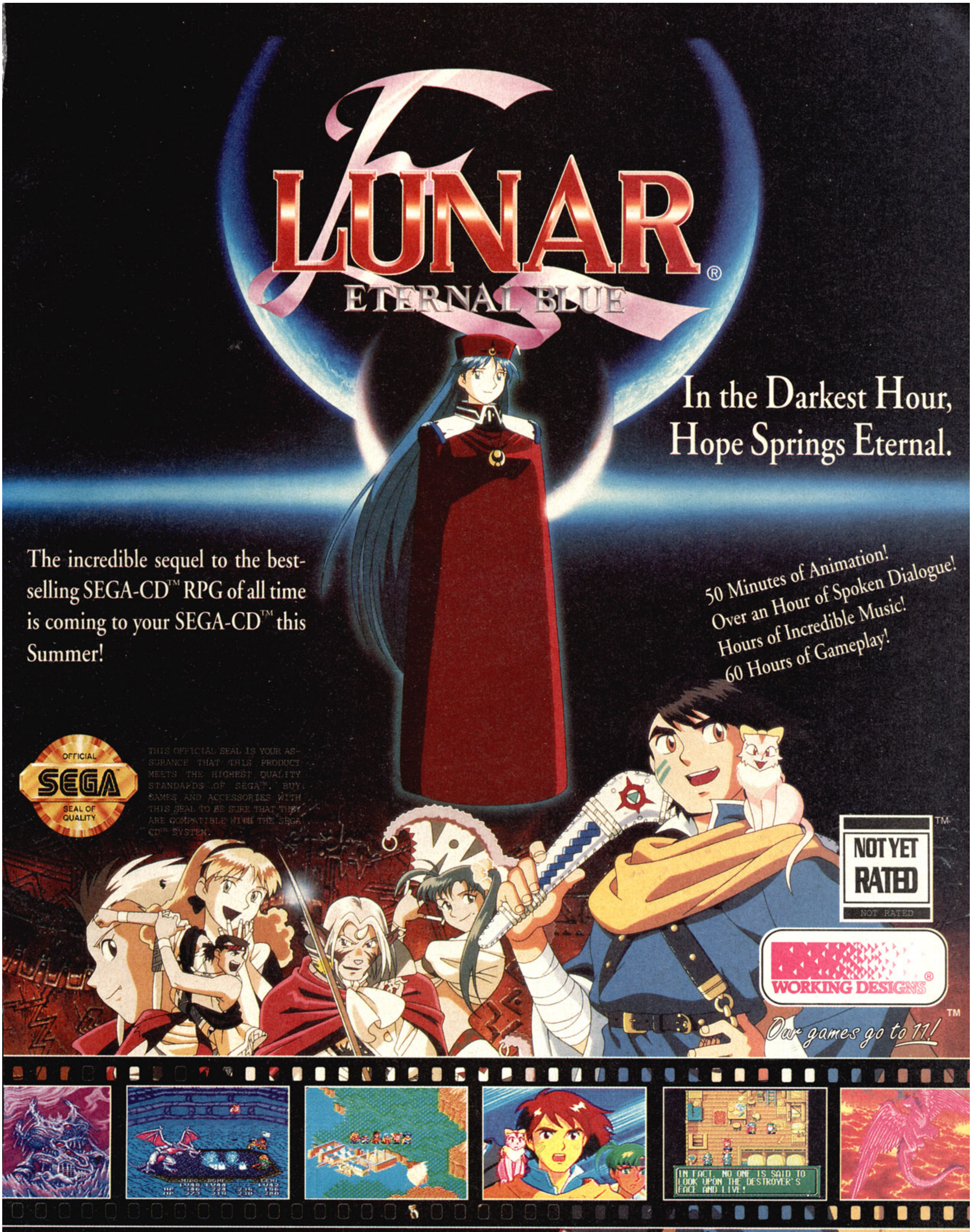
Neither the sounds nor the graphics advance the state of the art, but they're okay. The tropical backgrounds are colorful and cartoony, populated by large, stiffly moving characters. The sounds are the game's strengths, with Sam's yelps and roars adding humor.

If the Joe 'n' Mac games seemed too short to you, or if you want to take a nice nostalgic trip back to the early '90s, go clubbing with Prehistorik Man. Young gamers will stay 'n' play, but older gamers will see why the SNES is going the way of the dinosaur. **G**

Prehistorik Man by Titus

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.5	2.5	3.0	Adjustable

$54.99
Available now
Action/adventure
1 player
23 levels
Side view
Multiscrolling
ESRB rating: Kids to Adults



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GALAXY FIGHT

By Scary Larry

Lots of multiple-hit moves and great animation round out this serious contender in the fighting-game wars. Galaxy Fight tries to be more than one fighter at a time, however, and ends up just missing the greatness mark.

A Whole Lotta Hittin' Goin' On

Forget the story line, the action is what counts in this celestial slugfest. You play the standard best-of-three match, fighting seven celestial slammers, such as Musafar the Robot, Rolf the Hero, and Kazuma the Ninja.

Each fighter has the usual range of special attacks, but each attack is suited to the particular fighter. For instance, Roomi's attacks are less vicious because she's basically a Playboy bunny with an attitude, and Musafar won't exactly thrill you with his speed because he's a lumbering pile of steel.

Some characters have projectile moves, while others are themselves the projectiles. And most players pull moves that register two to three hits with one move.

The special moves are Street Fighter-friendly, meaning you'll execute lots of Dragon Punch and Fireball motions with the joystick. Although easy to perform, the moves have somewhat limited effectiveness when compared to the computer A.I.'s lightning-fast reflexes.

Shake, Rattle, And Throw

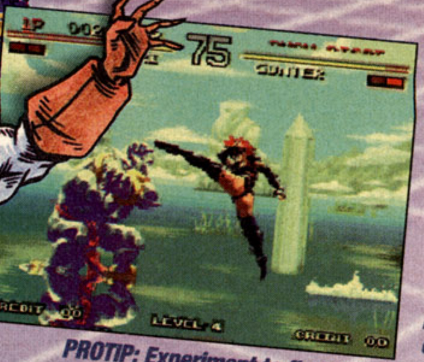
Fantastic graphics that spotlight character enhancements, such as Rolf's blazing cannon gun, really put this game in the visual bracket of Street Fighter. It's not quite up to the dazzle of Killer Instinct, though.

The music is also a plus. Great futuristic funk and eerie interplanetary sounds deal a double treat to the ears. In one seedy rundown section of town where you fight, you even hear people talking and advertisements blaring from radios in the background.

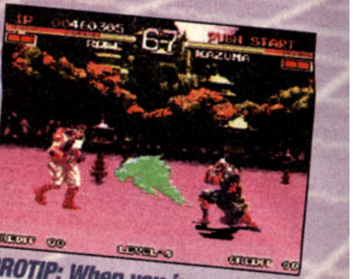
Pan-Galactic Gargle Blaster

Fighting experts may soon tire of Galaxy Fight's repetitive moves and quasi-challenging gameplay. Although the game has depth, the basic strategy of waiting for your opponent to tire of pressing buttons works well here.

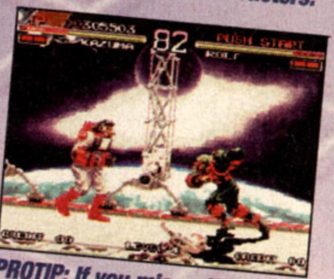
A cross between Street Fighter and Samurai Shodown, with some multiple-attack moves thrown in that resemble Killer, Galaxy Fight will definitely whet the appetite of fighters everywhere. But it doesn't provide the Big Bang needed to unseat Mortal or Killer in the arcades. G



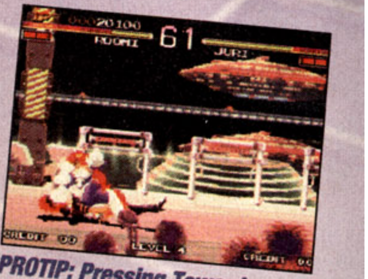
PROTIP: Experiment to find hidden moves. Try the standard Dragon Punch (Toward, Down, Down-Toward, and any button) using different characters.



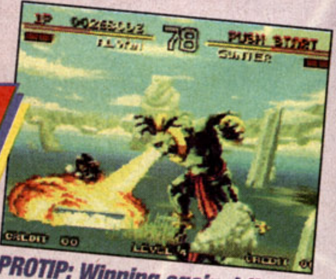
PROTIP: When you jump over projectiles, always land with a quick series of hits.



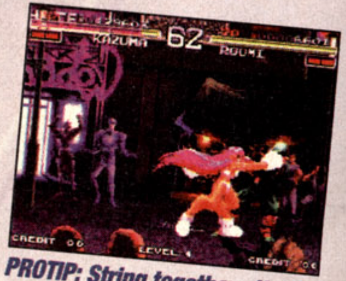
PROTIP: If you miss with a running attack, tap twice in the opposite direction to come to a screeching halt.



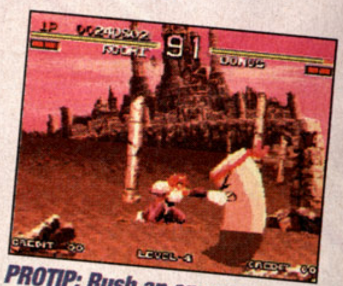
PROTIP: Pressing Toward and Button C usually produces an energy-draining throw. With Roomi, it becomes a devastating slap fight.



PROTIP: Winning against the computer is a defensive struggle. Stay back and crouch, wait for the attack, then let loose with a multiple-hit attack.



PROTIP: String together attacks for maximum effectiveness. Try Roomi's Rabbit Blow three times in quick succession.



PROTIP: Rush an opponent (rapidly tap Toward twice), then follow up with a blistering punch or kick.

Neo•Geo Game ProFile
Galaxy Fight
(By Sunsoft)

NOT RATED

Galaxy Fight could've been a contender, but it lacks a serious knockout punch. Still, giving Galaxy Fight a chance isn't a waste of a quarter.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.0	ADJ. Adjustable

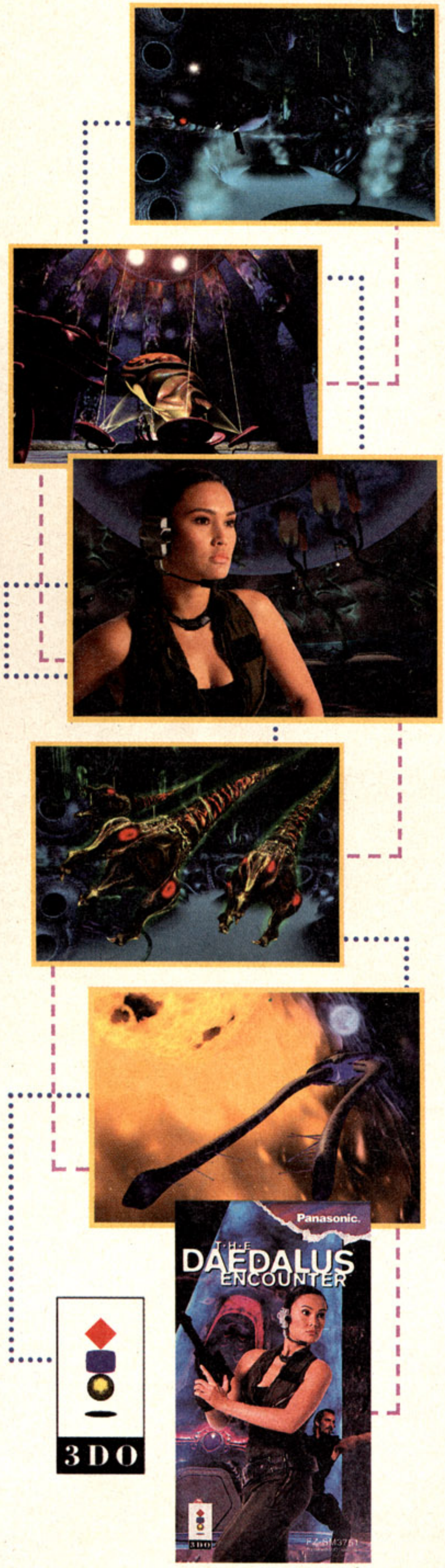
$239	2 players
169 megs	8 fighters
Available May	Side view
Fighting	Multiscrolling

"I GO FROM WAY COOL

SPACE DUDE TO A BRAIN IN A BOX."

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY

THE DAEDALUS ENCOUNTER



REAL 3DO ZONE

"The good news – I'm on a ship with Tia Carerre. The bad news – I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krinn and change course we're toast. Literally. This is a job for brain man. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later."

Panasonic
Software Company

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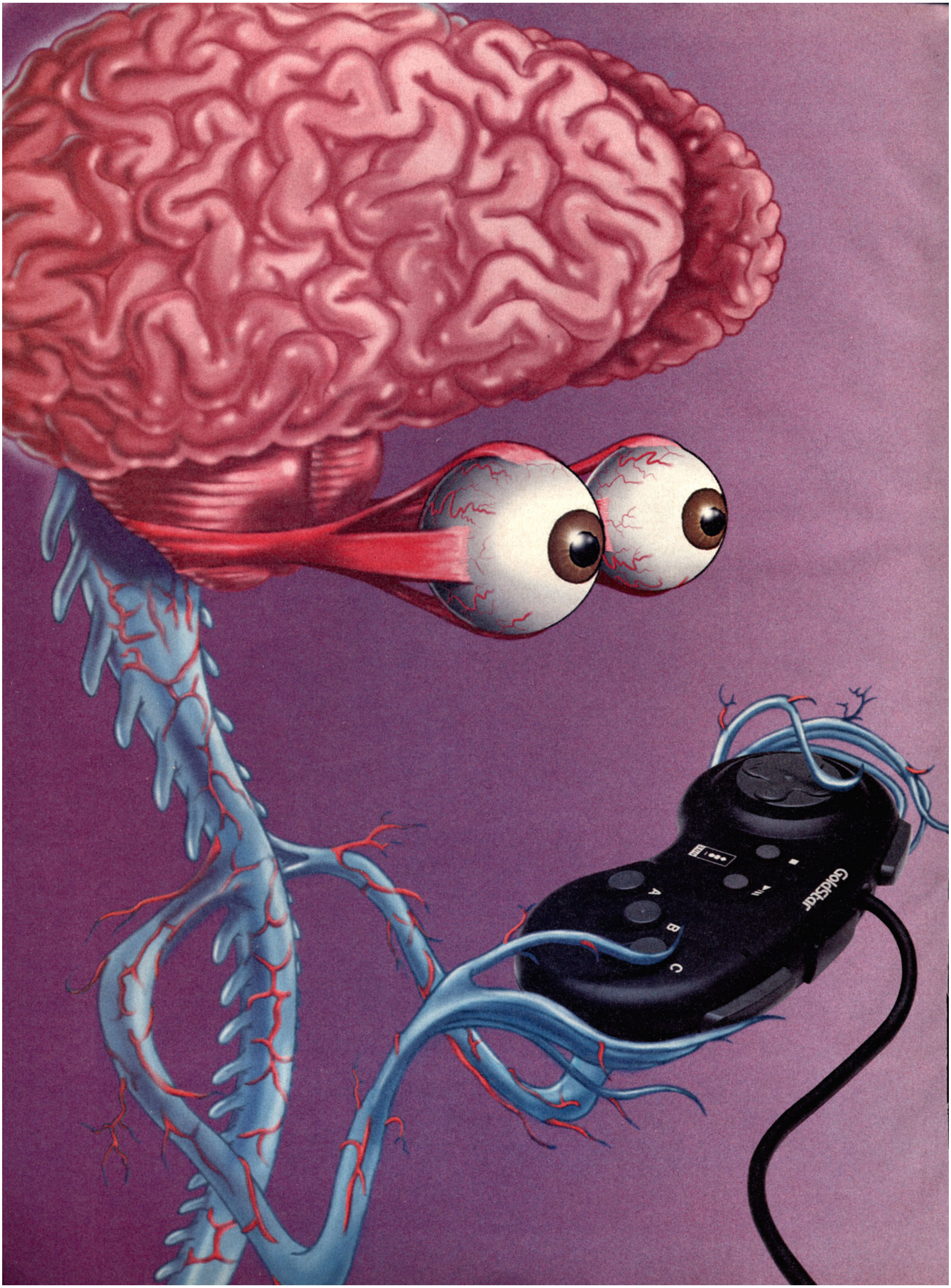
GoldStar
A
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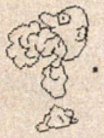
You don't need a lot of **BRAINS** to see why the **GoldStar** 3DO™ Interactive Multiplayer™ is the game system that can't be beat. Its -popping FULL-MOTION Video, full-blown 3D-GRAPHICS and 16 MILLION COLORS make everything else look like .

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By Tommy Glide

Leaping lizards! Finally – a hot platform adventure for the 3DO. You'll leave monkey country and won't look back once you get ahold of this wild gecko!

Generation Gex

Your Gex-cellent adventure begins when you become Gex the gecko, which is a small type of lizard. You've been sucked into a television world by the evil Rez, who wants to make you his network's mascot. To escape Rez's weird realm, you must collect remote controls throughout the levels, which are based on corny television genres.

Beginning with the multiple levels in the Graveyard World (the bad horror shows level), you journey through the Kung Fu World, Cartoon World, Jungle World, and Rez's nerve center. After completing all the levels in each world, you face a boss who blocks your access to the next world until you show him what geckos are made of.

Much like Donkey Kong Country, Gex rewards curious gamers with deep levels if they venture off the beaten path. Each of the multilevel worlds is loaded with out-of-the-way warps that bring you to bonus games and areas with power-ups and extra golden flies. (Collecting 100 golden flies adds another life.) Besides standard speed and invincibility power-ups, Gex can gain the ability to spit fireballs, ice balls, and – step aside, Raiden – even lightning bolts.

3DO Game ProFile
Gex
(By Crystal Dynamics)

KIDS TO ADULTS K-A AGES 6+

Gex is one little lizard who really puts the FunFactor back into the platform-action genre. If more games like this were available for the 3DO, more people would own this system.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	5.0	INT. Intermediate

$59.95
Available now
Action/adventure
1 player

Side view
Multiscrolling
3 save slots

Rendered Reptile

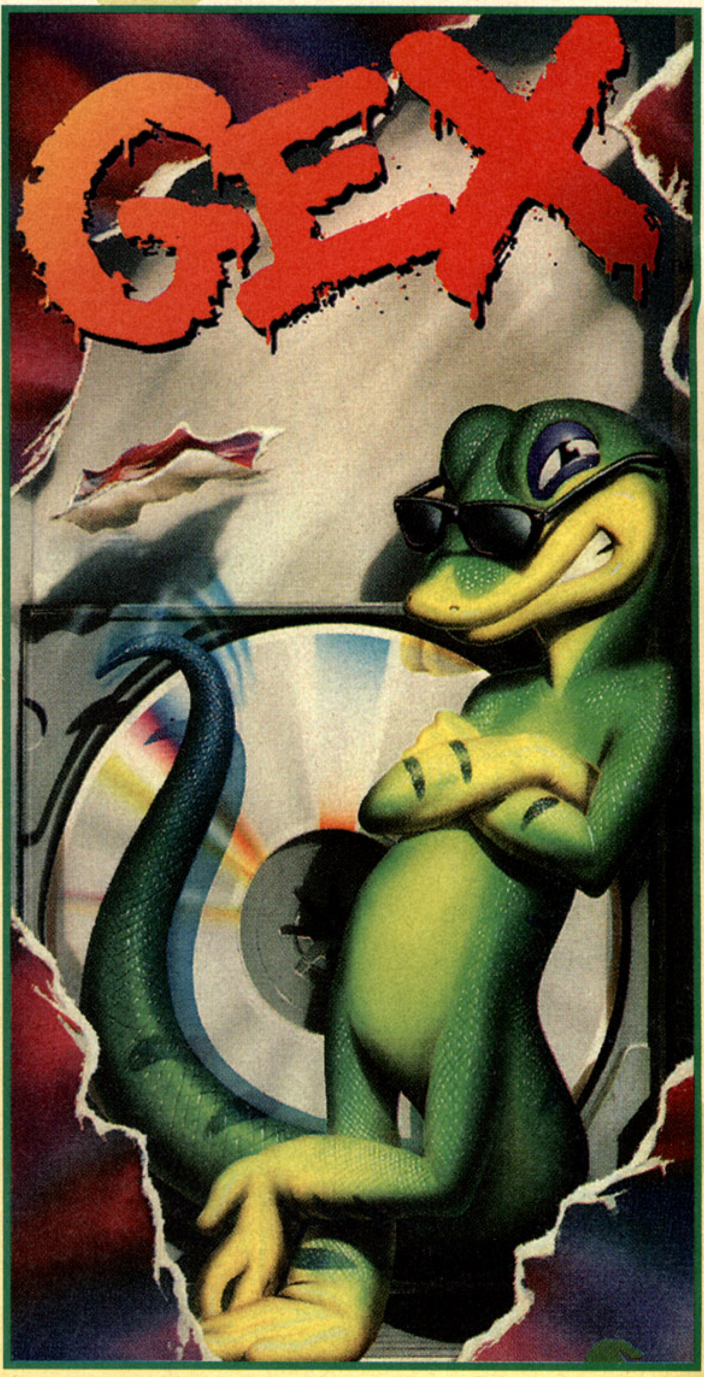
Graphically, Gex would easily win a 3DO beauty pageant. Elaborately detailed levels with large sprites and great animation make Gex a stunning example of first-class game imagery.

Each world has its own look, complete with its own strange enemies. Unfortunately, unlike Donkey Kong Country, Gex is the only rendered character in these worlds.

Gabbing Gecko

The fantastic sound has a lot to do with comedian Dana Gould, who wrote the lines and acts as Gex's voice. With crystal-clear quality, Gex delivers hilarious one-liners, though some may be too obscure for young gamers. When Gex jumps on a coffin in the Graveyard World, gamers may hear Gex say, "Pardon me, Mr. Presley." Or, quoting from the film *Poltergeist*, "You moved the headstones but you didn't move the bodies!" There are so many one-liners in the dialogue that you won't hear the same ones repeated often, and they never become annoying.

Solid music and sound effects complement the original dialogue. The music sets a nice tone for each level, and the enticing effects, like the whip-cracking snap of Gex's tail, earn the game a high-five for overall sound.



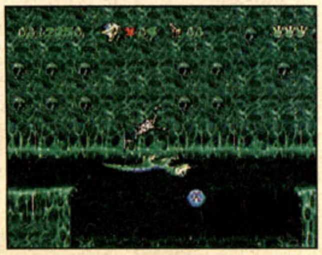
Gextra-terrestrial

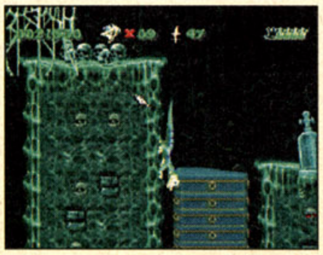
Gex separates itself from the rest of the jump-n-attack crowd not only with great graphics and sound, but with great play control. True to his lizard lineage, Gex has the ability to climb almost anywhere on the screen!

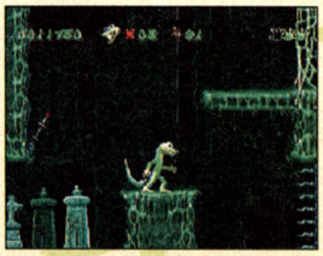
Noticing which textures Gex can cling to takes time and can cost lives. But once this frustration passes, you really get into the groove of jumping from wall to wall.

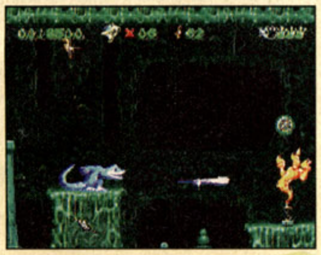
Gexual Healing

Gex will be a big boost for the struggling 3DO system, which can boast only a few outstanding titles to date. This much-delayed game was well worth the time it took to molt into its final form. Gex is destined to become the 3DO equivalent of Sonic or Mario, as this cool little lizard sets high standards for all future 3DO platform-hoppers. G

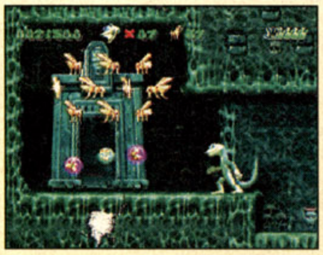




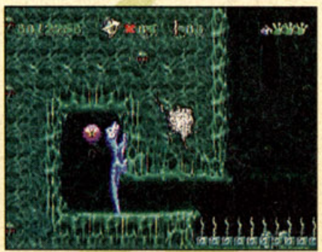




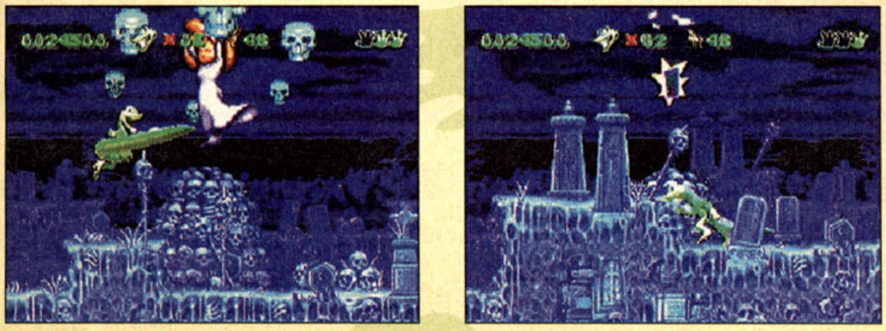
PROTIP: Eat these blue firefly power-ups to spit ice balls, which come in handy putting out the torches that spit fireballs at you!



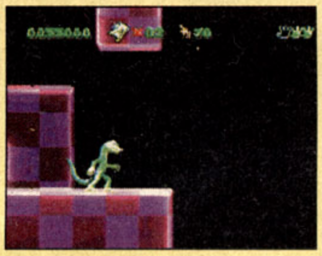
PROTIP: In the Disco Inferno level, head down when you see this large stack of coffins. Follow the path to end up in a room loaded with power-ups.

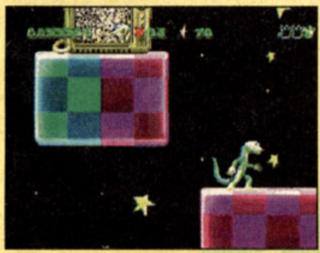


PROTIP: At the beginning of the Disco Inferno level, head down this hole. At the bottom, you'll find a 1-up.

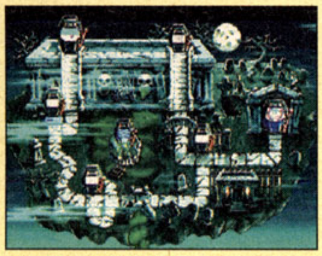


PROTIP: Stay in the center of the screen when battling this boss. Jump low and hit her with your tail when the skulls are over her head. The skulls will drop when she's hit. When they rise again, repeat the process. When she's almost finished, she'll start spitting green stuff. Hit her several times more, and she'll cough up the remote.

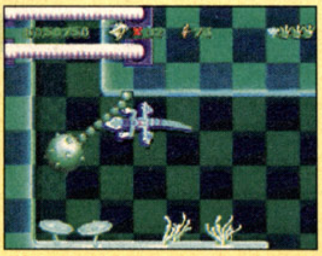




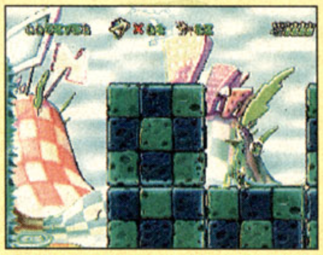
PROTIP: In the first level of Cartoon World, look for the moving block just over Gex's head (see the first screen above). Ride it up, then follow the path of carrots and stars to the exit.



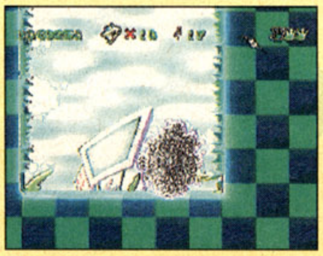
PROTIP: In the Disco Inferno level, once you find the special controller that lets you enter Cartoon World, you must use your last Graveyard controller to reveal the island in the green pond, where you'll face the boss.



PROTIP: Climb on the back walls to avoid some obstacles.



PROTIP: Take your time breaking these blocks. They'll reveal power-ups and golden flies.



PROTIP: Gex teases you with hidden areas. You'll find this one in Cartoon World's second level when you walk to the right of the two warps.

AND SO IT BEGINS...

Gex eats a metallic transmitter that Rez sent disguised as a fly. The next thing he knows – Pow! He's being sucked into Rez's world!

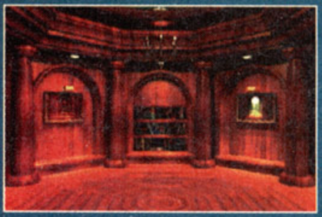
MYST

By The Unknown Gamer

Myst's success last year captured the imaginations of lots of PC gamers. Identical gameplay and almost perfect graphics make this 3DO translation utterly absorbing.

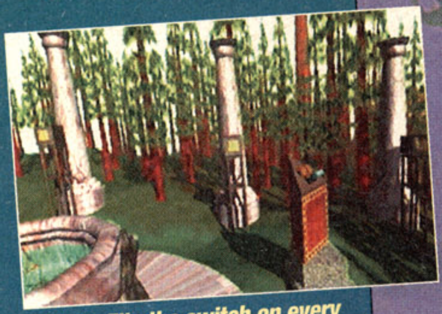
In a Fog

Myst defies description because it has created something of a new genre. The gameplay is closest in style to that of graphic adventures like The 7th Guest and Mansion of Hidden Souls. No text boxes or pull-down menus mar the view. In fact, where you go and what you do is entirely up to you. And you can do it in any order.



PROTIP: Read every book that you can in the library. They provide you with vital clues.

To play, you explore Myst Island to gather clues and information as you progress. Write down everything you see, and gradually you'll assemble the facts you need in order to learn how to travel to different worlds or unravel the story line.

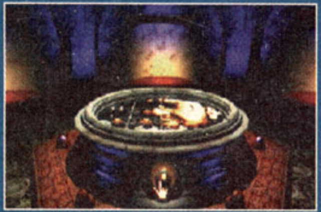


PROTIP: Flip the switch on every Marker you find.

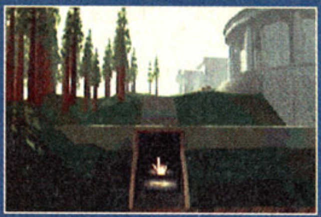
The game's controls are limited to a simple point-and-click hand icon. You point at where you want to go or what you want to open, and click. Once you get the feel for the island, navigating around it is simple enough for even a small child.

Pretty as a Picture

Myst's graphics are absolutely mesmerizing and gorgeous – a true work of art. As you roam across the island and through different ages, the first-person view is idyllic. Buildings viewed from the inside and outside possess a photorealistic quality that combines still shots with artful full-motion video. This quality brings the island and other locales to life more fully than almost any other game. Add to that the realistic sound effects – water lapping on the shore, clocks ticking, the turning pages of the book – and Myst becomes an experience that immerses you squarely in the game.



PROTIP: Atrus imparts important information in this secret hidden message on the Dimensional Imager. You just have to figure out how to activate the message.

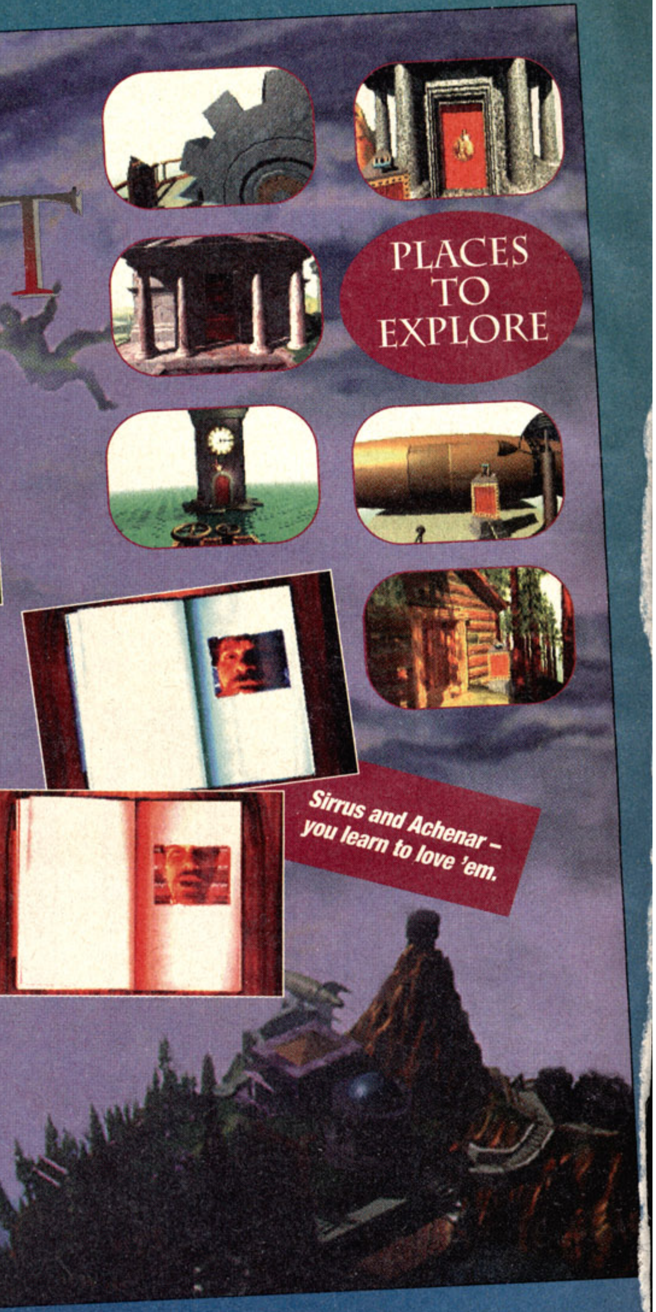


PROTIP: At the beginning of the game, look for the hidden room to the left. Enter the room and begin your adventure.

Myst's puzzle-solving elements flow naturally with the story line, so this game is for those who like to think while they play. Rapid-fire thumbs don't solve Myst.

Lose Yourself

If you have the opportunity to play Myst on a PC, that may be the way to go because of the slighly better graphics. On the other hand, a large-screen TV, a pair of headphones, and Myst 3DO make for a memorable adventure. Either way, don't Myst out. G



Sirrus and Achenar – you learn to love 'em.

3DO Game ProFile

Myst

(By Electronic Arts)

NOT RATED

Beautiful and enchanting, Myst will thrill you and make you think at the same time. If that's too tall an order, you're going to Myst out.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

Price not available
CD
Available now
Puzzle/strategy

1 player
First-person view
Multiscrolling

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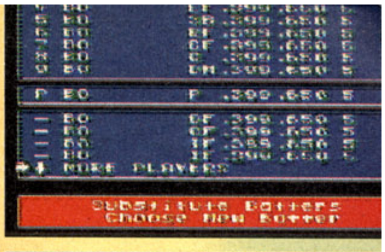
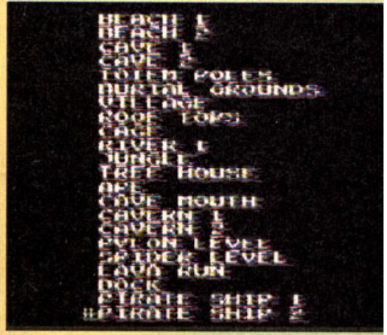

MORE PLAYERS
Substitute Batters
Choose New Batter



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BEACH 1
BEACH 2
CAVE 1
CAVE 2
TOTEM POLES
BURIAL GROUNDS
VILLAGE
ROOF TOPS
CAGE
RIVER 1
JUNGLE
TREE HOUSE
APE
CAVE MOUTH
CAVERN 1
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PIRATE SHIP 1
#PIRATE SHIP 2
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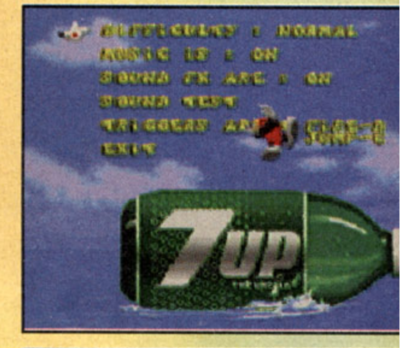
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MUSIC IS : ON
EXIT
7UP

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      OPTION MODE

       STOCK 03
   CONTINUES 03
       LEVEL HARD
       2P HIT ON
  SOUND MODE STEREO
  MUSIC TEST 00
  SOUND TEST 00
       MUSIC ON
  IKARI MODE ON
  KEY CONFIG
        EXIT
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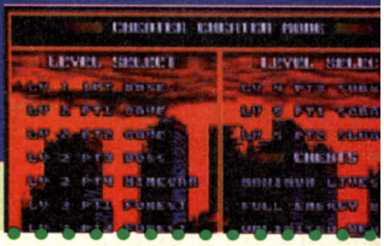
CHEATER CHEATER MODE
LEVEL SELECT
CHEATS

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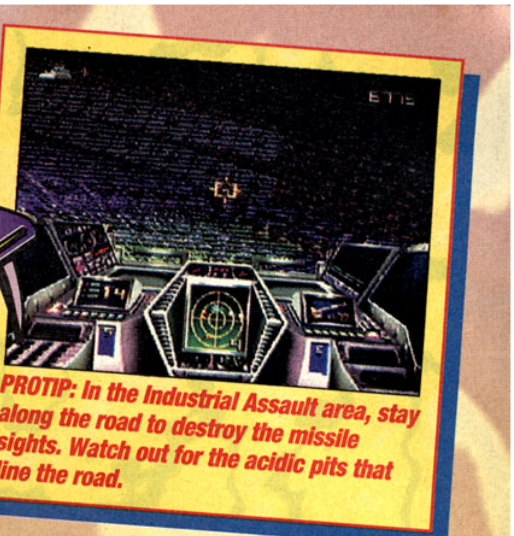
556G3

By Scary Larry

Although it tries to eat into the Shock Wave shooter market, Hover Strike suffers from dismal control problems and interminable slowness. This Hovercraft wouldn't beat a Hyundai to the finish line.



PROTIP: In the Industrial Assault area, stay along the road to destroy the missile sights. Watch out for the acidic pits that line the road.

Hover and Out

The Federation has asked you to save the colonists on a planet overrun with Terrakian pirates. The pirates have devised a way to process human remains into fuel, which you pick up during battles. They must have used vitamin-deficient humans, because the fuel doesn't speed things up at all.

You pilot a Hovercraft through six dangerous zones as you search for power-ups and pirates, but you'll see far more of the latter than the former, making this a tough game to beat. Missiles, guided missiles, and mortars arm your craft, but there's not a lot in the engine, so maneuvering quickly to targets is almost impossible. Also, your mission directives in each level are too broad in scope and too short on direction: Your radar screen lacks the precision you need to locate objectives easily.

Jaguar Game ProFile

Hover Strike

(By Atari)

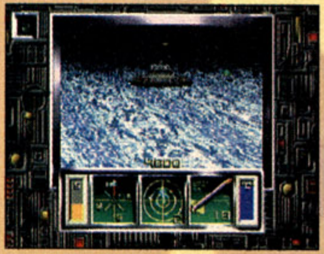
KIDS TO ADULTS K-A AGES 6+

Hover Strike is a Shock Wave wannabe with a serious speed problem. Smooth graphics and diverse playing areas aren't enough to attain high-end shooter status.

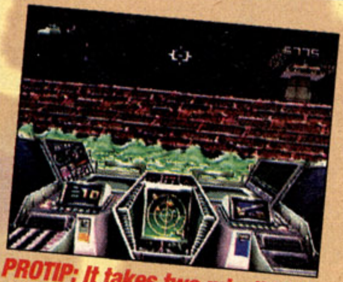
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	2.5	3.0	ADJ. Adjustable

$59.99
2 megs
Available now
Shooter

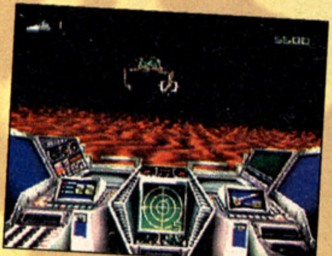
2 players
6 levels
Cockpit view
Multiscrolling



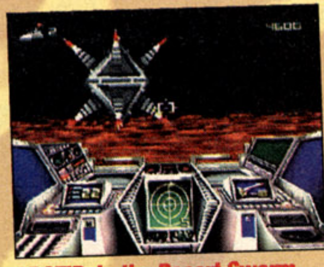
PROTIP: Targeting is harder in the External Monitor view, but the range is broader than the regular view.



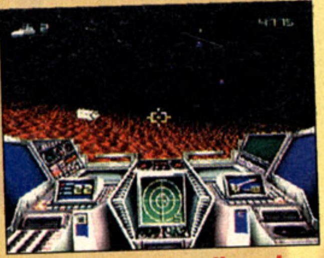
PROTIP: It takes two missile hits to destroy large radar dishes.



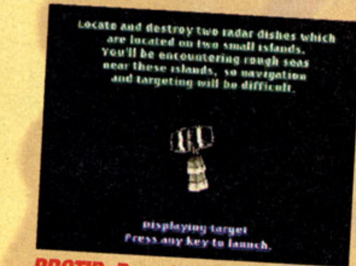
PROTIP: Don't waste valuable missiles or mortars on short-range enemies.



PROTIP: In the Desert Swarm area, immediately back up and shoot these mines before they ram you.



PROTIP: Red dots on the radar indicate power-ups, but be on your toes if a swarm of green dots are guarding them.



Locate and destroy two radar dishes which are located on two small islands. You'll be encountering rough seas near these islands, so navigation and targeting will be difficult.

Displaying target
Press any key to launch.

PROTIP: Pay close attention to the mission objectives at the beginning. They show a visual of your target.

HOVER STRIKE

Finger-numbing button configurations make control and shooting a chore. You must select a weapon then press a number on the keypad to fire a missile or manipulate the external monitor. Other control problems include poor steering and hard-to-target enemies. You also sometimes glide unwittingly into the jaws of Terrakian death.

Hover Strike Out

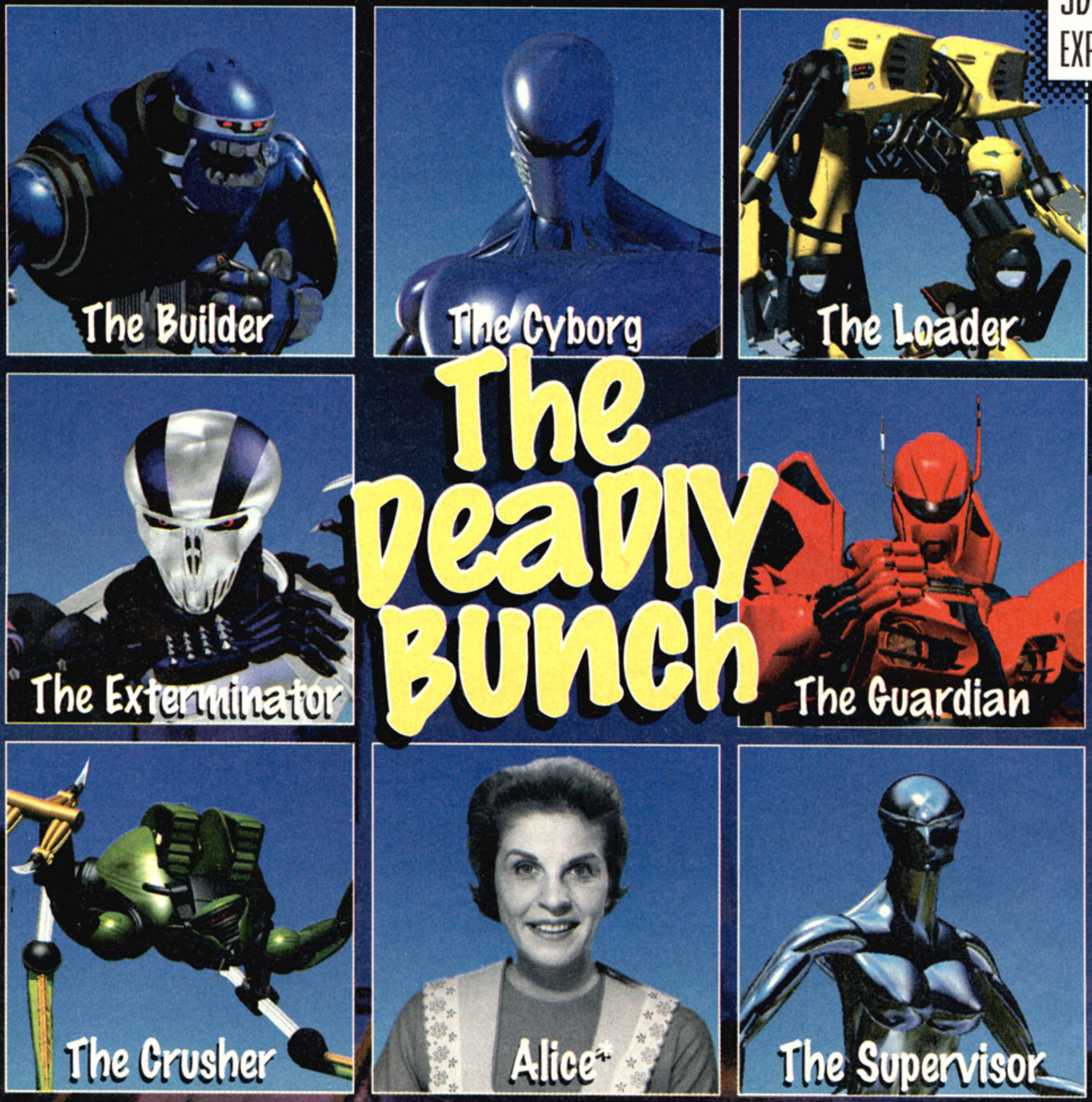
The clean graphics compare well to other shooters. Smoothly scrolling backgrounds complement nice explosions. Some enemies are direct copies from Shock Wave, while others are basic pirate spacecraft of the extraterrestrial variety.

The music is average hover-hop, with sound effects ranging from muffled explosions to weak laser shots. A subtle female voice constantly accompanies you, but it's like listening to an annoying mechanical nag after a while.

Aw, Shoot

Shooter-starved Jaguar owners can expect to get bang for their buck with Hover Strike, but hardcore shooter fans may want to rent this one before buying. If it weren't for the syrupy slowness of the craft and serious control problems, this game would be a contender. Hover Strikes, but misses the zone. G

A
3DO
EXPERIENCE


The Builder
The Cyborg
The Loader
The Deadly Bunch
The Exterminator
The Guardian
The Crusher
Alice*
The Supervisor

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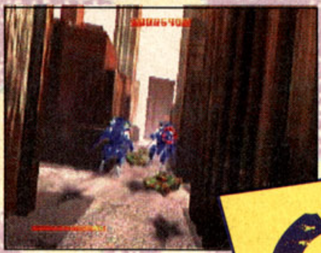
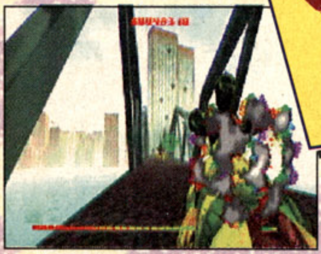
CHAOS CONTROL

By Scary Larry

Two very sore thumbs up for this awesome shooter! Chaos Control is a looker, a fun way to waste some time. As far as depth and challenge, though, it doesn't deliver the chaos that it should.



PROTIP: Your guns overheat, so go easy. There's a lot of dead time between battles.



PROTIP: If you shoot an enemy and they explode, continue to shoot through the explosion. Another enemy's usually following closely behind.

CD-i Game ProFile

Chaos Control

(By Philips)

NOT RATED

Chaos Control is a beautiful, wild ride through well-crafted, amazingly detailed backgrounds. But restrictive controls and a limited armory take the zip out of your ship.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	3.0	4.0	ADJ. Adjustable

Price not available
CD
Available now
Shooter

1 player
Cockpit view
Multiscrolling

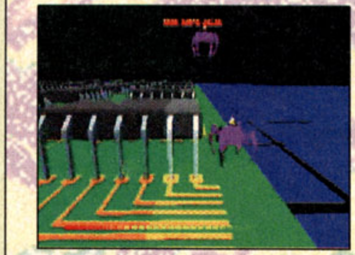
Ground Control To Major Tom

You play as Lt. Jessica Darkheel, whose father commands Earth's outer-space forces. Word arrives that Keshron aliens intercepted an old spacecraft, and they mean to sweep into a futuristic Manhattan and lay waste to its pristine grandeur on their way to world dominance.

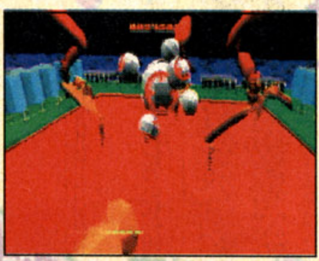
Piloting a sharp-shooting craft, your basic duty is to blow the bolts out of anything that flies. Unfortunately, almost everything flies (usually right into your face): You encounter dazzling alien ships, robots, insects, and more.

But don't expect to be dazzled by the variety of weaponry aboard. All you have is your basic shot with no power-ups or extra weapons.

Simplistic control is the biggest problem with Chaos Control. Not only do you have just one weapon, but your ship flies like it's on a rail. You don't control the dizzying turns and death-defying drops, you merely point and shoot. The inability to steer your ship is especially frustrating when you face hard-to-target enemies who elude you even when you think they're dead in your sights.



PROTIP: In the computer-chip level, blast anything purple.



PROTIP: The second boss's weak spot is the middle ball.

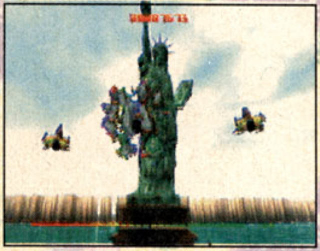
Cool Chaos

The visuals steal the show. The graphics are 3D-rendered polygons with fantastic backgrounds like a pockmarked, mist-shrouded Manhattan and a computer-chip landscape. Despite a ton of onscreen action, the game shows no sign of slowdown.

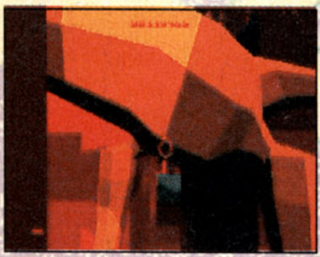
The sound effects are not as spectacular. Basic shots and subdued explosions constitute most of the sonic repertoire. Some voice during the game and lots of voice during the cinematics make up the rest.

Controlled Chaos

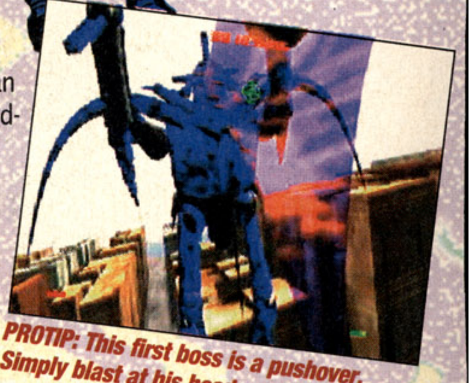
Chaos Control's thumb-busting gameplay will endear itself to shooting fans, and its lively graphics will draw in casual gamers. Because the bosses are downed by simple shooting and dodging, any intermediate gamer should master the levels. Although control problems take this shooter down a notch, if you can live with the game's uncontrollable chaos, then you'll love Chaos Control. G



PROTIP: Strafe the screen whenever you see a line of enemies quickly approaching.

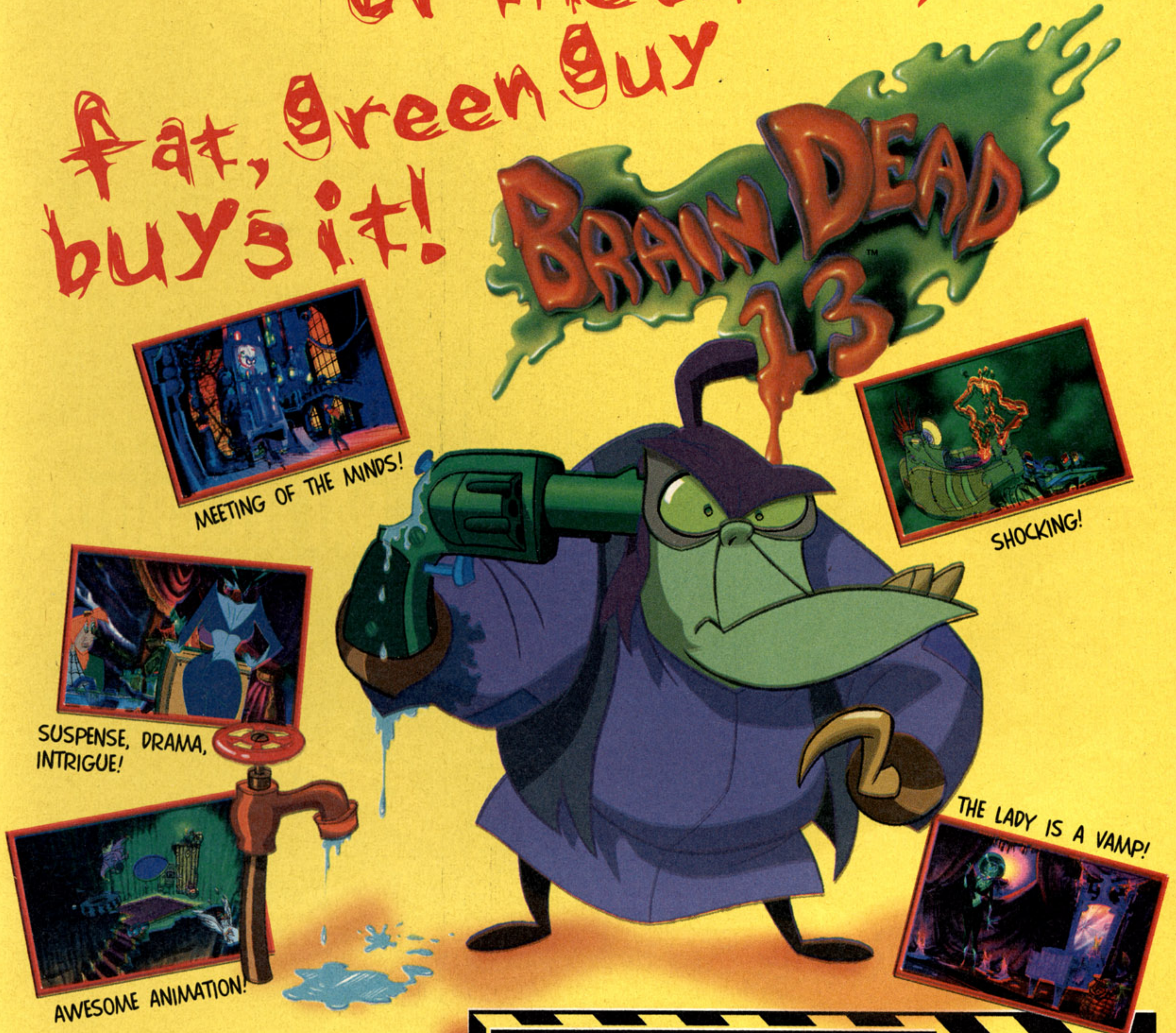


PROTIP: In the third level, watch out for claws that suddenly thrust through the ground.



PROTIP: This first boss is a pushover. Simply blast at his head until he's done for.

Get the game or the short, fat, green guy buys it!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WARNING:

Extreme Cartoon Violence!

No cartoon characters were maimed or mutilated during the making of this game.

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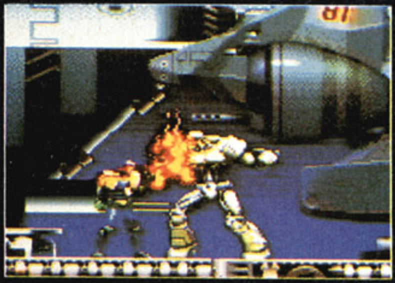

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TEEN T AGES 13+

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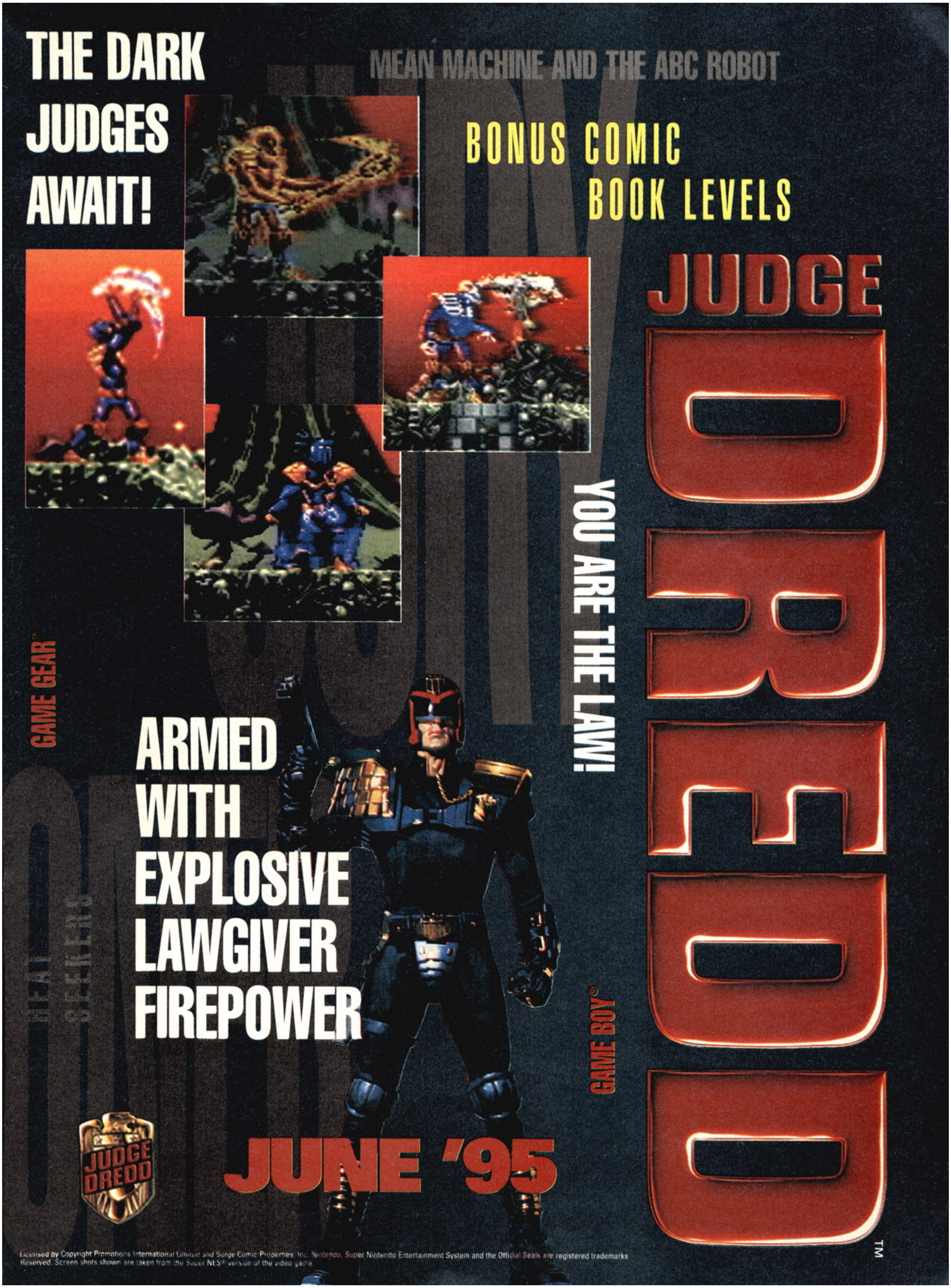
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JUDGE DREDD
JUNE '95

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Hockey
Basketball
Football

The Sports Page

June
1995

The Great One Scores on the Genesis

Wayne Gretzky and the NHLPA All-Stars

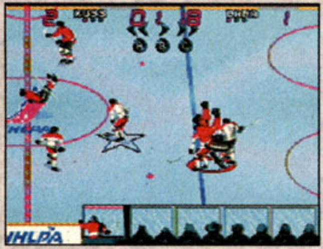
Genesis

By Slapshot McGraw

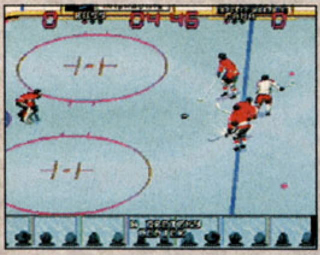
With Mario Lemieux and Brett Hull already starring in their own Genesis games, it was only a matter of time before Gretzky hit the onscreen ice. The wait was worth it. A ton of features and options combined with gameplay that's fun and easy results in one of the best side-view hockey titles.

Wayne's World

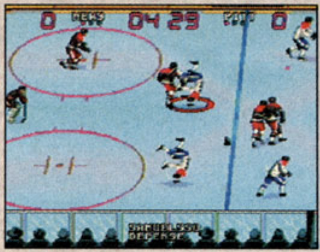
The good hockey action is supplemented with the most surprising aspect of this cart: violence. The Great One's hockey expertise and sophisticated moves are here, but unlike Wayne's graceful real-life performances, this Genesis cart has a vicious side. The periodic breaks for brutal one-on-one fights make this game unique, and a ton of hard-nosed checks add muscle to the normal gameplay.



Check a player really hard and watch him fly!



PROTIP: For the ultimate matchup of NHL stars, play Team Canada vs. Team Russia.



PROTIP: This spin check is a great way to take out more than one player.

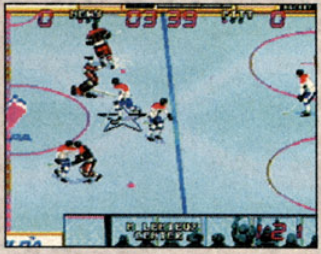
The great selection of teams and players adds more fun. Study the in-depth player ratings, then make trades among the real NHLPA-licensed players on all 26 teams. The six international teams that competed in previous Canada Cup tourneys are also available.

This game is easy to play – in fact, the Just Play option is perfect for hockey novices who don't want to study the manual. For veteran players, slapshots, wrist shots, speed bursts, and one timers are all here, but the offense is overshadowed by the cool defensive options.

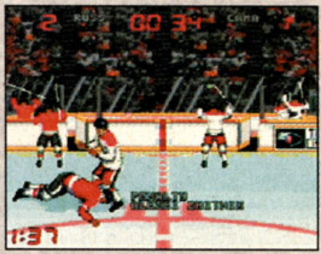
Massive body checks, spin checks, and poke checks will leave your opponents seeing stars. Use the Intimidate mode to start a fight and then punch, grab, knee, and kick goons into submission. Who would've expected that a Gretzky game would let you repeatedly kick a fallen opponent in the face?

Ice to See You

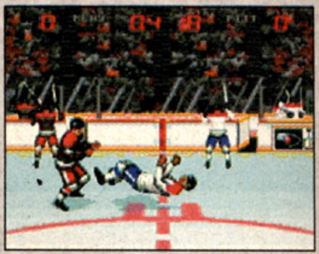
Exceptional graphics and sound create a realistic hockey experience. Large, colorful sprites, close-ups of face-offs and fights, and live-action video clips of Wayne himself combine with clear voice-overs, team theme music, and every grunt and groan imaginable to make this hockey sim a top contender.



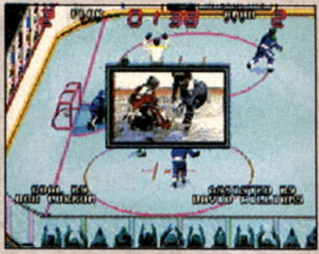
PROTIP: Of the three play styles, Roughest Play is the most effective because you control the game by controlling checking.



PROTIP: Use this rough move in a close fight: When your opponent attacks, press Up and hit Button C.



PROTIP: You have a limited number of Intimidations, so use them in key situations, such as killing a penalty.



Video clips show a close-up view of great plays.

This game is Wayne's chance to show off his tough side. And though he himself doesn't fight in the game, his cart fights its way to the top as a terrific hockey game for both beginners and veterans. Thankfully, a multi-year contract with Time Warner ensures that this hockey fest won't be a one-timer. G

Wayne Gretzky and the NHLPA All-Stars
By Time Warner Interactive

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	ADJ. Adjustable

$54.95	4 players
16 megs	Side view
Available now	Battery backup
Hockey	ESRB rating: Not yet rated

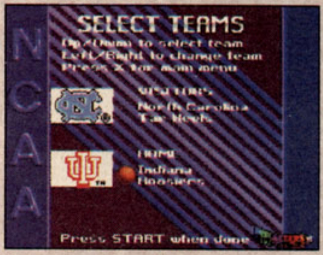
Final Four Enters The Tournament Of Champions

NCAA Final Four Basketball

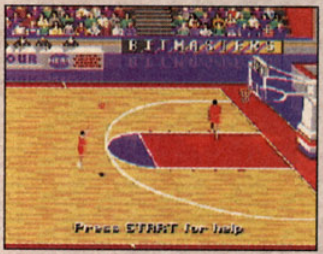
Super NES

By Slo Mo

Whose college team will make it to the Final Four this year? Yours! NCAA Final Four Basketball scores from all angles with fast action, deep strategy, and enough competitive college matchups to drive video gym rats over the edge!



Set up your favorite matchups.



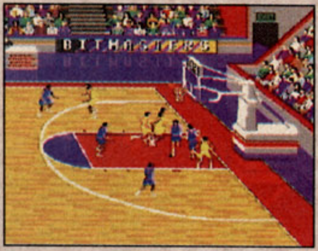
Spend some time at Practice, or the CPU will dump your team into the NIT every time.

Great College Collective

This cart's replay value is primo – the lineup of college teams is deep enough to give you the bends. You play with 64 clubs representing all the major conferences, such as the Pac-10 and the Big Eight. High-profile teams include the UCLA Bruins, the Indiana Hoosiers, and the Georgetown Hoyas, but you even get lesser-knowns like the Utah Runnin' Utes.

You can organize exhibition matchups or enter a tournament. The Practice mode, where you work out your team in your own gym, is highly recommended.

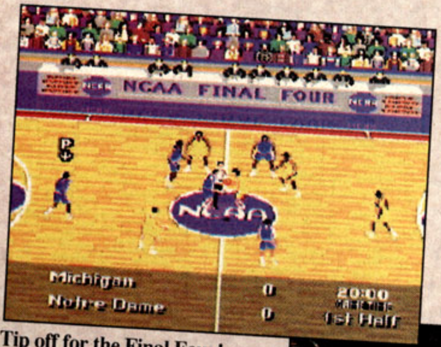
Couch-potato coaches will have a field day. You can put together starting lineups with players rated in six categories, including shooting percentage and rebounds. Then you can set up six defensive formations, such as half-court pressure or full-court man-on-man. Players become fatigued, so you must go to your bench, too.



PROTIP: You can hit a strange close-inside backward jump shot. If you're underneath the basket and you're facing away from the hoop, hold down Button A.

Total Team Effort

The ultra-tight controls are insane! On offense you can pull a spin move, toss behind-the-back passes, and shoot bank shots. A slick passing interface enables you to quickly cycle through moving players with the directionals and then instantly pass to open men. On defense you can jump block, steal, shuffle side-to-side, and even intentionally foul.



Tip off for the Final Four!

Want more? There's five-player support with a Hudson Multitap, and you must actually make your player catch passes!

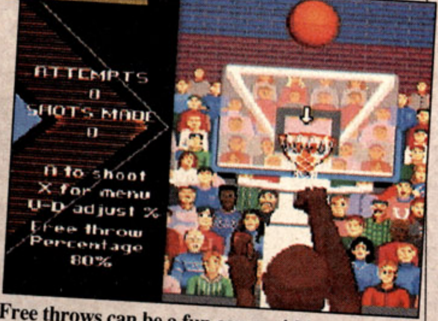
Good Looks at the Basket

Final Four puts on an absolutely mesmerizing visual show. The animations are digitized from real players on video. You'll see intricate detail as players spin to the hoop and hang off the rim.

PROTIP: Weird lineups sometimes work. Try playing a forward as a guard or vice versa. It's especially effective with subs off the bench.

PROTIP: As in real b-ball, defense wins championships.

The only bench warmer on this team is the audio. Crowd sounds that drone like overly mellow New Age noise are the gist of the audio. The squeaking basketball-shoe effect sounds like chirping birds.



Free throws can be a fun game within a game.

If college basketball already keeps you glued to the tube, get ready to lose the rest of your life. NCAA Final Four Basketball definitely ranks in the Final Four among video basketball carts. **G**

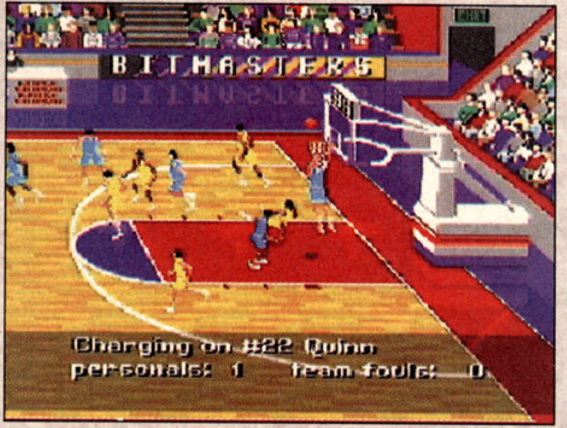
PROTIP: Calling a time-out is the only way to check your players' fatigue factors.

PROTIP: Make a habit of holding down Button B. It not only speeds up your running, but it sets you up to perform such moves as layups and hands-up defense.

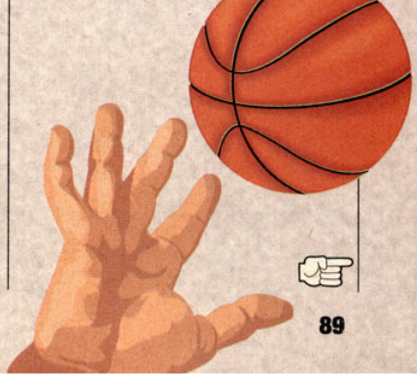
NCAA Final Four Basketball
By Mindscape

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	2.5	5.0	4.5	Intermediate

$69.99
24 megs
Available now
Basketball
5 players (using Hudson Multitap)
¾-overhead view
Multiscrolling
Battery backup
ESRB rating: Kids to Adults



PROTIP: For a quick move to the hoop, position an offensive player in layup range with his back to the basket. Hold down Button B and then hold down Button A to make him pivot and dunk.



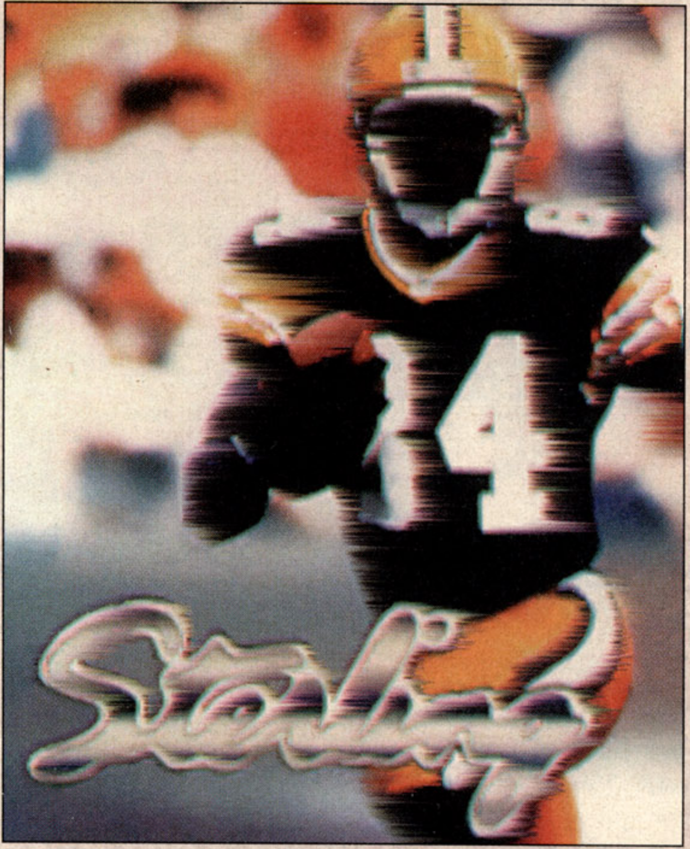
Sharpe Is Dull in End 2 End

Sterling Sharpe: End 2 End

Super NES

By Athletic Supporter

If imitation is the highest form of flattery, EA Sports must be feelin' proud. Jaleco's new End 2 End game was obviously modeled after the Madden series, but this mediocre wannabe is no substitute for the real thing.



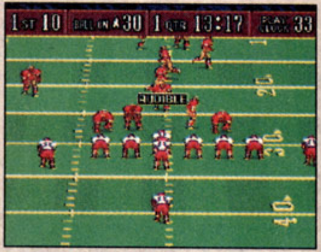
Dim Sim

End 2 End simulates football in only the loosest sense. Yes, you play pro-style games with 30 pro teams, running them up and down the field from an overhead view.

But these days, most football carts, including the Madden games, feature a 16-game regular season. Not End 2 End: You compete in single exhibitions, playoffs, or an all-star game between the league's top players. That missing season will disappoint many football fanatics.

The teams themselves may also disappoint armchair QBs. Among the 30 teams are the two expansion franchises, Carolina and Jacksonville, and for some reason, they're among the most competitive teams in the league. Unfortunately, End 2 End supplies neither the NFL nor NFLPA licenses, which means no actual teams or players.

End 2 End does outdo Madden in one area: play calling. While



PROTIP: When setting your audibles, mix in different kinds of passing and running plays.

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MEET IZZY PART 3

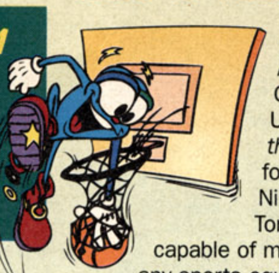
...AND LEARN AWESOME FACTS ABOUT THE OLYMPIC GAMES!

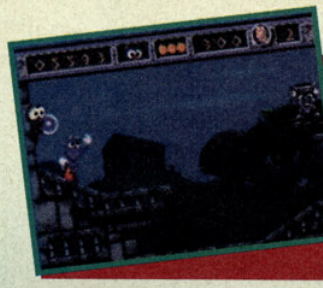
WHO IS IZZY?!?

IZZY is the official character of the 1996 Atlanta Olympic Summer Games. He is also the star of U.S. GOLD's *IZZY'S Quest for the Olympic Rings* video game for the Genesis and Super Nintendo. IZZY exists in the Torch World where he is capable of morphing himself into any sports equipment to help him gather gold, silver, and bronze medals hidden throughout his world.

GREEK VILLAGE 2 TIP #1

Jump onto the right platform and fall down to the LEFT. IZZY will find three eggs with torches which will reward you with extra bonus points!





GREEK VILLAGE 2 TIP #2

Walk under the statue on the wall and a vase will pop up to reveal an Invincibility Bubble.

STAY TUNED TO THE NEXT ISSUE OF GAMEPRO FOR MORE EXCLUSIVE, TOP-SECRET, IZZY GAMING TIPS!!

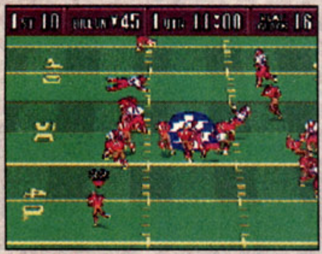
IZZY'S OLYMPIC GAMES TRIVIA

- First modern Olympic games: 1896 in Athens, Greece.
- Greatest Olympic attendance: Los Angeles Olympics in 1984 attracted a total of 5,797,923 spectators during 16 days of competition.
- Most Olympic appearances by country: Four countries have never missed any of the modern Olympics since 1896 - Australia, Greece, Great Britain, and Switzerland.
- First Olympic games with women athletes: France in 1900.
- First black Olympic medalist: George Poage (USA) in the 400-meter hurdles.
- Country winning the most Olympic medals: USA with 1,918.
- Official motto of the Modern Olympic Games: (Latin) Citius, altius, fortius. (English) Faster, higher, stronger.
- What does the doves symbolize in the opening cermonies: peace.

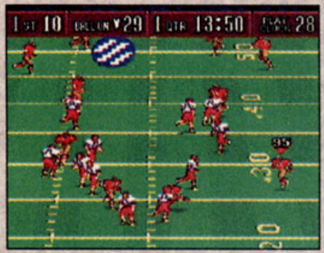
the play-calling windows are similar to Madden's, End 2 End offers far more plays on offense and defense – a real advantage for strategy-minded gamers.

Sterling Controls

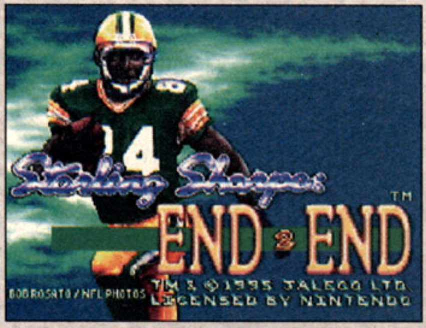
The graphics for End 2 End are like everything else – average.



PROTIP: Because it's next to impossible to break tackles, try to run away from defenders.



PROTIP: To defend against the long pass, use the Nickel defense with a 5 Deep Zone.

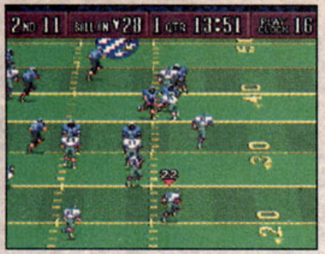


Ah, memories: when Sterling was back with the Pack.

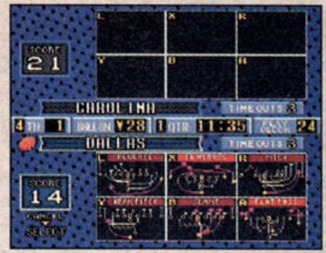
The players are large but not very detailed, and they move like robots. The nicely colored field provides a decent angle on the action, but it's the same field for every stadium.

Like the graphics, the sound quality fluctuates. The crowd roars sound like radio static, and the only cool effect comes when you demolish an opponent.

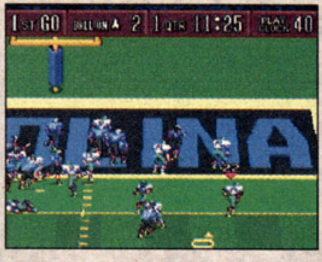
The controls are the best part of the cart. Players are fast – too fast for some tastes. They respond to your commands until they get the ball, but then you lose the ability to make any moves. And passing? Forget it. Even when your receiver is wide open, you'll have no idea if he'll make the catch. Completions are based more on luck than skill.



PROTIP: If you're looking at second down and long, try a running play. A sweep is very effective against the computer's pass-minded defense.



PROTIP: If you're facing fourth down and short yardage, run a pitch-sweep from the I formation. The computer will usually try to stop you up the middle in short-yardage situations



PROTIP: If you're going for a two-point conversion, run a sweep from any formation. The CPU loves to bunch up defenders in the middle.

If End 2 End were a first-generation football sim, it might be a decent contender. But in today's competitive market, End 2 End gets knocked aside by more advanced competition. G

Sterling Sharpe: End 2 End by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.0	2.0	INT. Intermediate

Price not available
8 megs
Available now
Football
5 players (using Hudson Multitap)
Overhead view
Passwords
ESRB rating: Kids to Adults

☞

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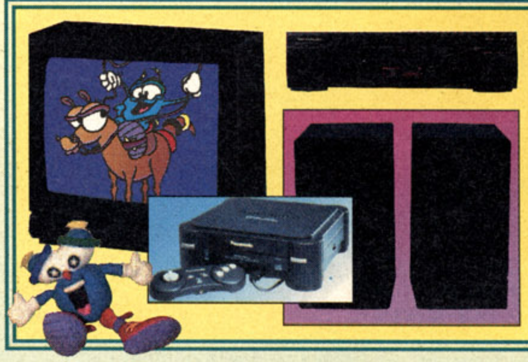

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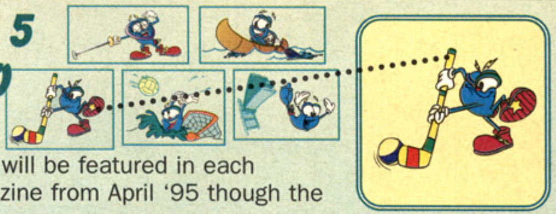

A different Izzy will be featured in each GamePro Magazine from April '95 though the August '95 issues.

(1 OF 5)

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Barkley Rebounds With Sharper Graphics

Barkley: Shut Up and Jam 2!

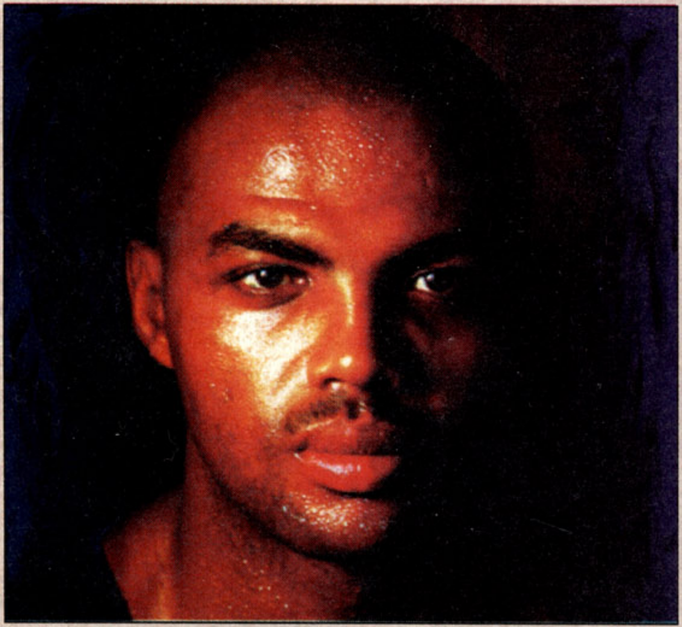
Genesis

By Greasy Gus

Sir Charles and his knights of the round ball return in this improved sequel to Barkley's original two-on-two dunkfest.

Native Suns

The gameplay stays true to the original. With ten selectable characters (plus some hidden characters), Barkley 2's side-view street-ball action (no refs and no fouls) goes down in Exhibition and Tournament modes. Barkley himself is no longer selectable; players will have to face him and his teammate in eight locations on the tournament circuit.



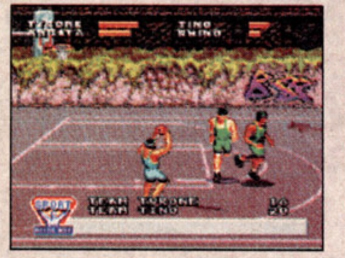
Departing from the abundant shoves and knockdowns in the original, this sequel adds defensive finesse, so look for more strategic steals and blocked shots. New special features, like smashed backboards and "monster" dunks, ramp up the action.

The Juice meter from the original returns, affecting each character's speed and skills. Unlike the turbo meter in NBA Jam, your Juice meter grows (giving your character more power) when you successfully steal the ball and hit super dunks. Conversely, your Juice diminishes when your shot is blocked or when your opponent steals the ball from you.

Looking Civilized, Charles

The graphics are the biggest improvement over the original Barkley. The characters have much smoother animations, which are especially noticeable on the dunks. The detailed backgrounds have some funny scrolling effects, and after making a dunk, players even showboat.

The sound, like the graphics, is also enhanced. Although you hear cleaner dialogue from Barkley, some effects are sorely missed, like a sound indicating a turnover.



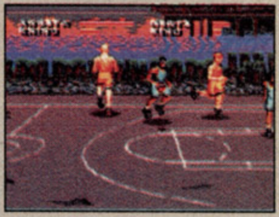
PROTIP: Your computer opponents will occasionally hang back; if your teammate is offscreen, pass to him for an easy basket.

No Role Model

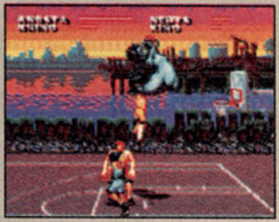
Like Barkley in real life, this game suffers from control problems. While there are many dunks and a great alley-oop feature, the standard gameplay could be smoother, and the action stays at relatively the same pace throughout the game. Although you can swap between your two characters in a one-player game, your computer partner isn't nearly as cooperative as you'd expect.

The Unstoppable Monster Dunk

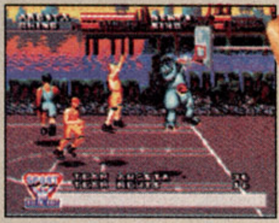
Note: Your Juice meter must be full (the stripe will turn white).



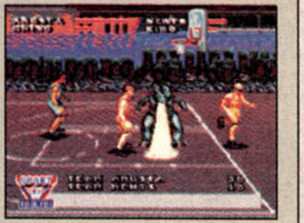
Approach the top corner of the key from here.



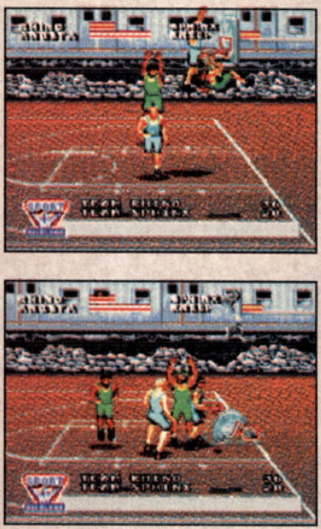
When you're a step away from the key, simultaneously press Button A, C, and Left to morph for the monster dunk.



This dunk cannot be blocked!

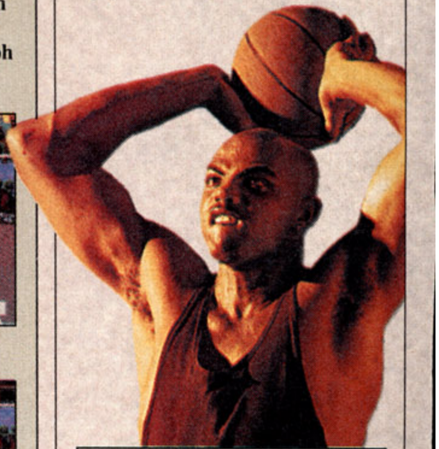


The monster showboats by breathing fire, then he turns back into your player.



PROTIP: Super dunk four times in a row without letting the other team score. Each dunk must have a "rim-hang" animation. Your fifth rim-hanging super dunk will break the backboard.

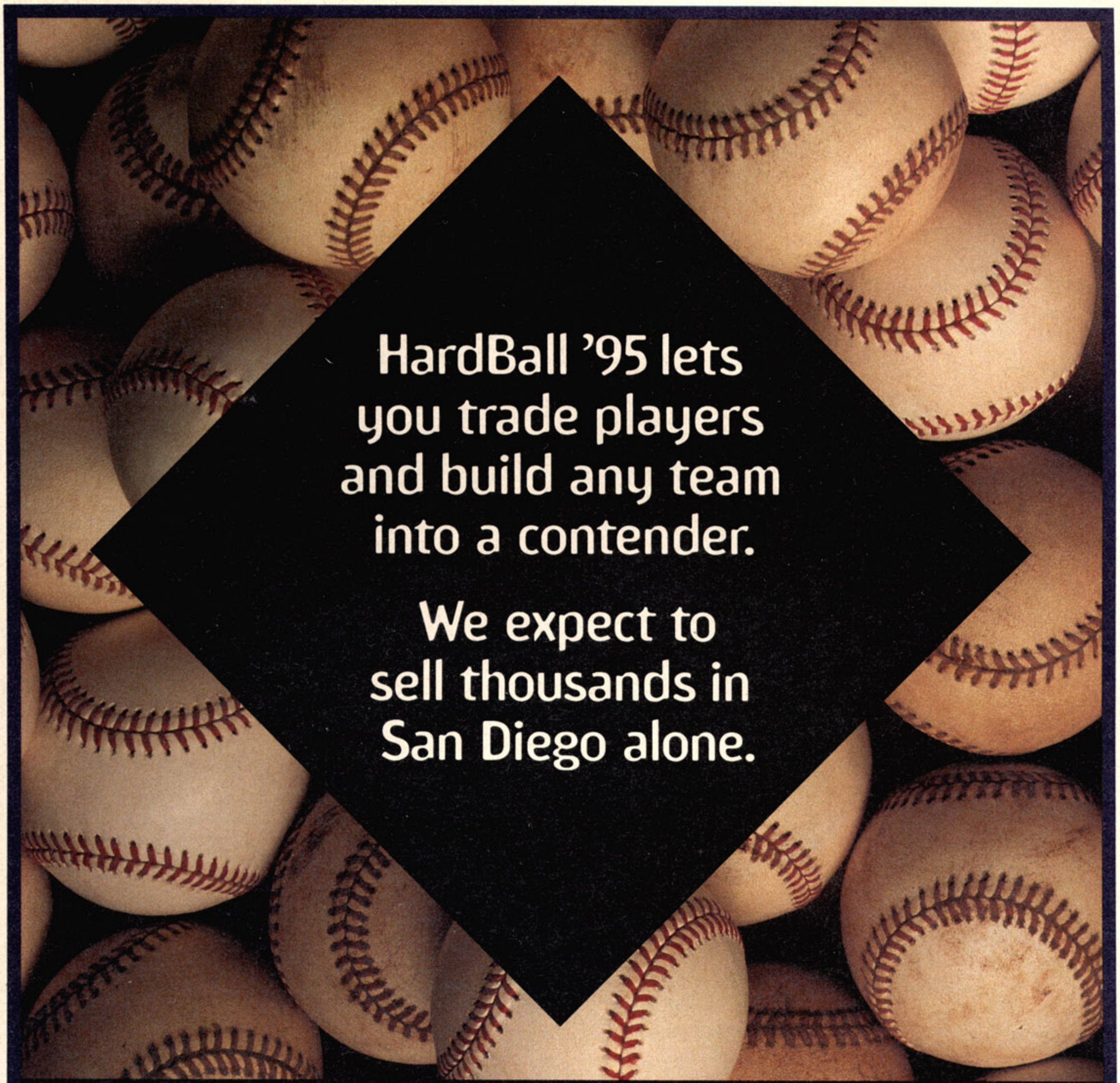
Charles is one tough competitor in the Tournament mode, a worthy challenge for veteran b-ball gamers. Strategists will like the complex above-the-rim action as they double-clutch dunks and tap in missed shots, while novices will dig the raw excitement of the street game. Although it isn't NBA Jam, all hoops fans will enjoy Charles' court. G



Barkley: Shut Up and Jam 2!
By Accolade

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	3.5	3.0	3.5	Intermediate

$59.99
16 megs
Available now
Basketball
4 players (with multiplayer adapter)
Side view
Side scrolling
Save feature
ESRB rating: Not yet rated



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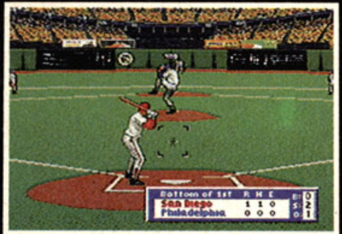
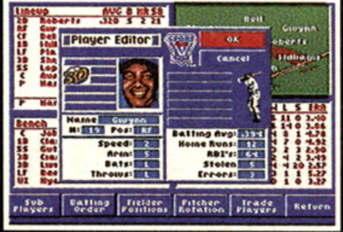
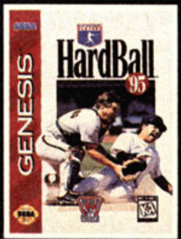


Bottom of 1st R H E
San Diego 1 1 0
Philadelphia 0 0 0
B: 0
S: 2
O: 1



Name: Gwynn
#: 19
Pos: RF
Speed: 2
Arm: 5
Bats: L
Throws: L
Batting Avg: .394
Home Runs: 12
RBI's: 64
Stolen: 5
Errors: 3



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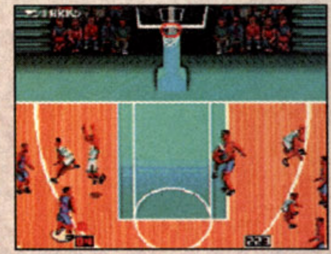
NBA Action '95 Misses at the Buzzer

NBA Action '95

Genesis

By Quick-Draw McGraw

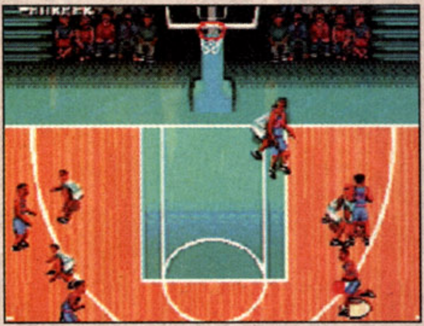
A ton of great options and features make NBA Action '95 the perfect hoops cart for the true stat-head. On the other hand, fans of exciting basketball action probably won't enjoy the weak gameplay.



PROTIP: Pump fakes work well. Use them when you shoot for three.

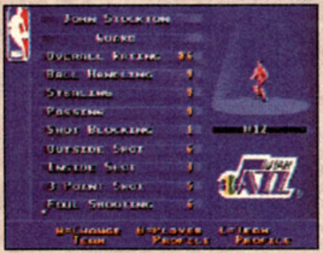
Missing in Action

Options, options, options. With battery backup at your command, you have the power to manipulate your roster more than any general manager. All 27 pro teams hit the court, along with All-Star teams, Hall of Fame teams, NBA veterans, and Rookie teams from the past ten years.



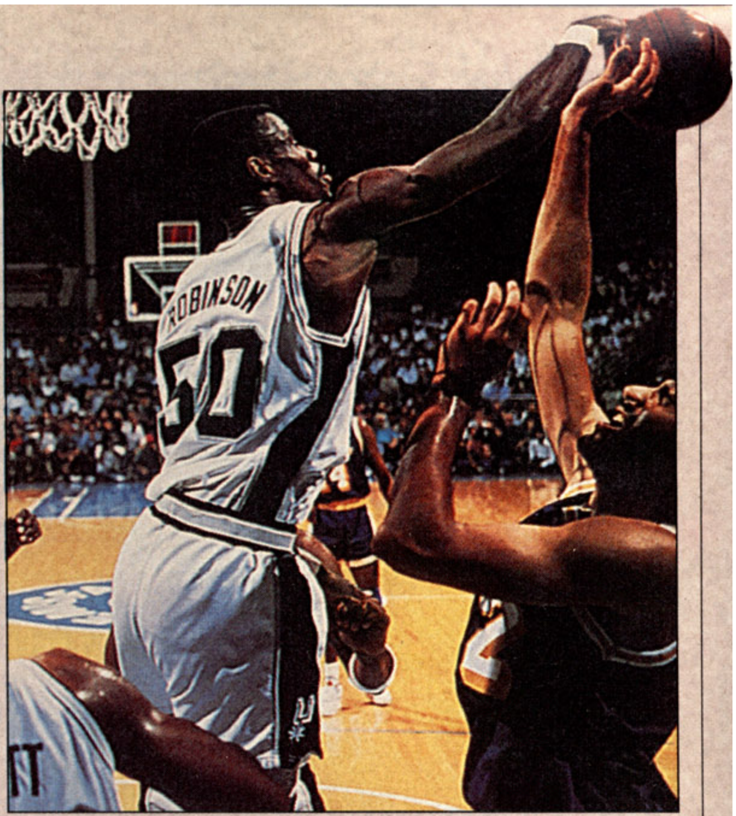
PROTIP: Set picks to open up driving lanes. If you get good enough, attempt the pick-and-roll play.

The roster-management mode enables you to create the player of your dreams or trade for any of the greats that already dominate the pros. How 'bout swapping Stockton for Bogues? You can even sign and release free agents before playing a regular game or starting a full season. In-depth player profiles and stats will help you throughout your season, and up-to-date stats show your progress. When the season's over, the computer will select an MVP and an all-NBA team before you start the playoffs.


John Stockton
Ball Handling
Stealing
Passing
Shot Blocking
Outside Shot
Inside Shot
3 Point Shot
Foul Shooting
Jazz

Player profiles provide all the info you need to do battle.

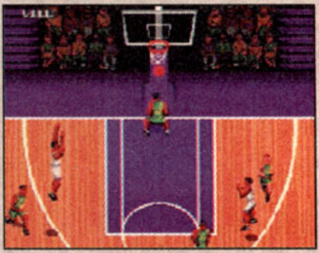
Along with the standard hoops controls, Action '95 offers many advanced controls, but unfortunately they don't respond well. Alley-oop slams, tricky pump fakes, and Kareem-style hook shots help step up the action, but it's still pretty dismal.


ROBINSON
50

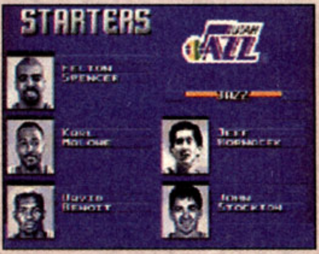
Passing while shooting, setting crucial picks, and drawing charging calls also deepen the gameplay, but none of these moves can be pulled off every time with complete effectiveness.

Sound Defects?

Like the controls, the graphics and sound don't set any new standards. The up-close player portraits aren't bad, but the small, blurry sprites on the skinny court look clustered from the almost-overhead view. Very poor crowd noises highlight the annoying sound effects. One bright spot, however, is the strong voice-overs of NBC commentator Marv Albert.



PROTIP: Fast breaks are common. A faster player can burn past his man on the way down court.


STARTERS
Utah Jazz
Felton Spencer
Karl Malone
Jeff Hornacek
David Benoit
John Stockton
JAZZ

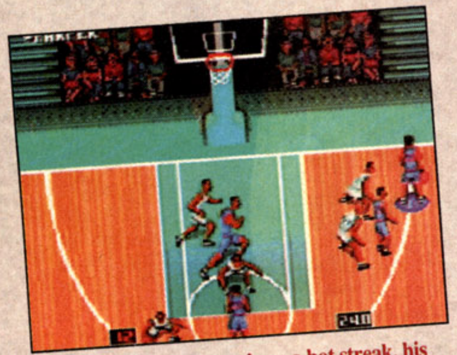
The Starters screen gives you a good look at your favorite player's mug shot.

On paper, NBA Action '95 looks like one of the top rim sims around, and if you're into options and stats, it is. But once the ball is in play, boredom is not too far away. A safer bet for the Genesis is the more exciting NBA Live '95. That's a game that knows how to score. **G**

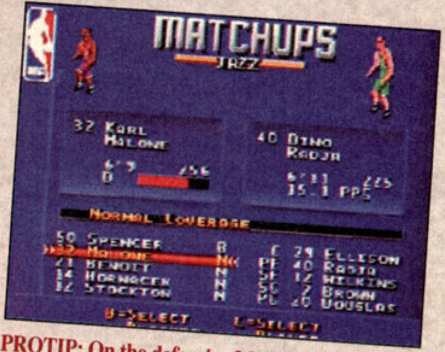
NBA Action '95 by Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	3.0	3.5	ADJ. Adjustable

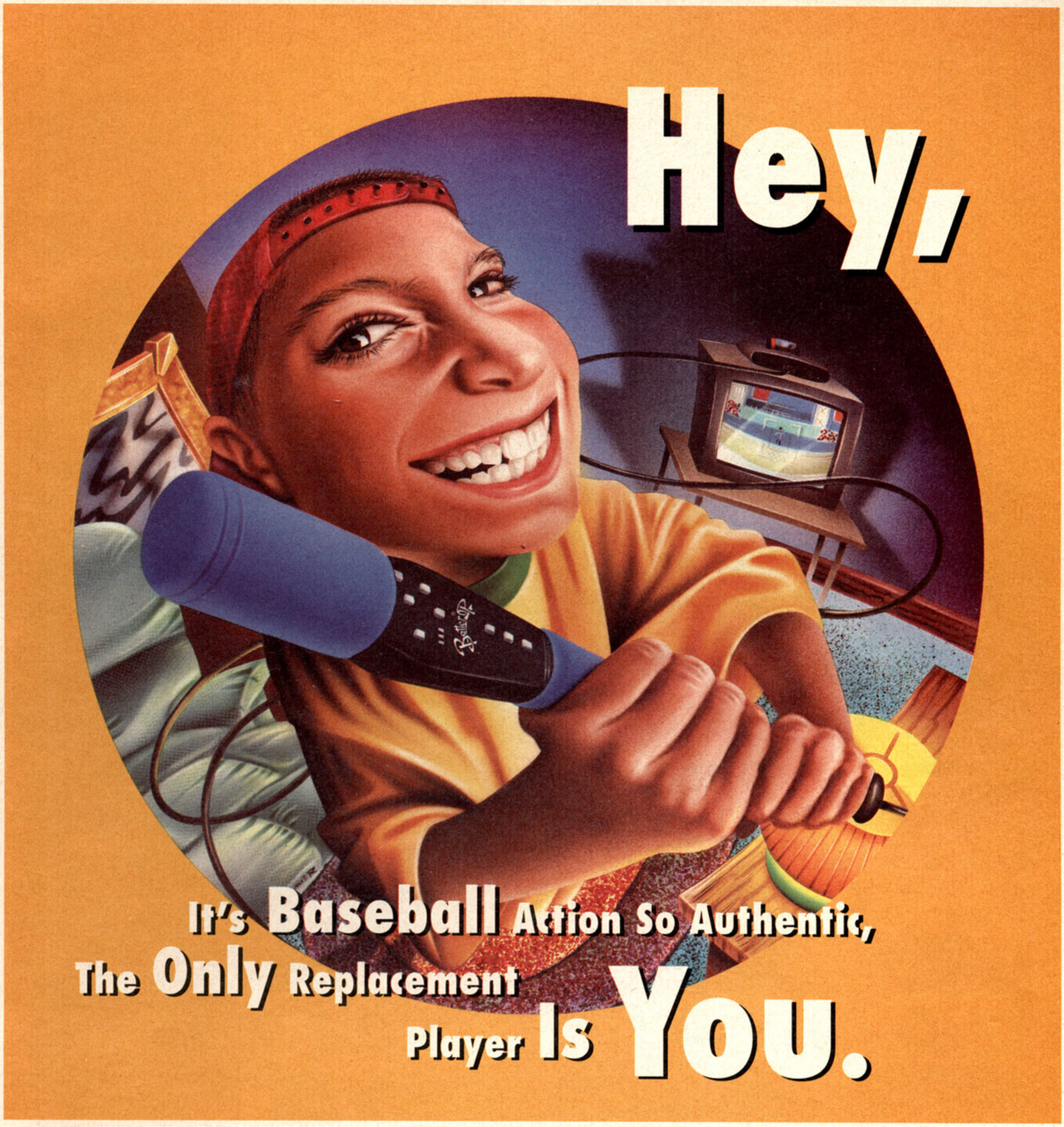
$64.99
8 megs
Available now
Basketball
5 players (using Team Player)
¾-overhead view
Battery backup
ESRB rating: Kids to Adults



PROTIP: When a player's on a hot streak, his indicator turns red; when he's cold, it's blue. If he misses a shot, his streak ends, so take high-percentage shots.


MATCHUPS
JAZZ
32 Karl Malone
40 Dino Radja
Normal Coverage
50 Spencer
32 Malone
21 Benoit
14 Hornacek
12 Stockton
29 Ellison
40 Radja
12 Wilkins
7 Brown
20 Douglas
B=Select
C=Select

PROTIP: On the defensive Matchups screen, you can designate a shot blocker. Whenever you're on defense, hold Button B to switch to him.



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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · June '95

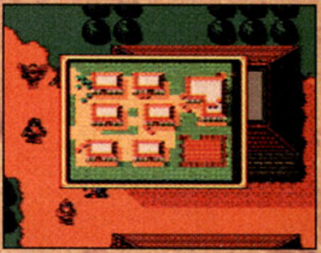
SHINING FORCE CD

By The RPGenius

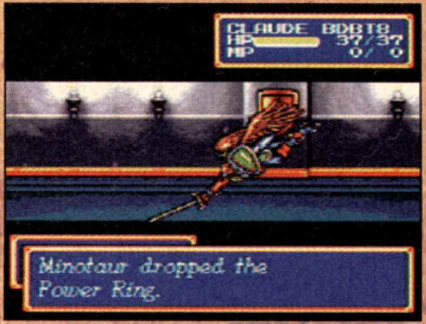
Sega's latest RPG quest is a standard hackfest with lots of adventuring. But gamers may wonder why Shining Force CD looks and feels no different than its Genesis predecessors.

Sleeping Beauty

Shining Force CD is an enhanced compilation of two Shining Force Game Gear games that were originally released in Japan, plus a new adventure. In the first adventure, the Guardiana Shining Force must travel the kingdom of Cypress to save Queen Anri, trapped in an eternal slumber cast by the wicked Woldol. The second quest takes place as Cypress and Guardiana join forces to hunt for and destroy King Iom, who plans to resurrect a great evil.



PROTIP: Use the map function to locate treasure chests and enemies. Green dots are allies, red ones are enemies.



CLAUDE BDBT8
HP 37/37
MP 0/ 0

Minotaur dropped the Power Ring.

PROTIP: Keep an eye out for chests and enemies carrying rings. They can help some weak party members.

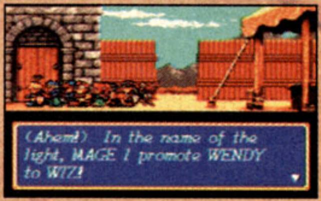
Shining Force CD by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	3.0	ADJ. Adjustable

Price not available
CD
Available now
Fantasy RPG
1 player

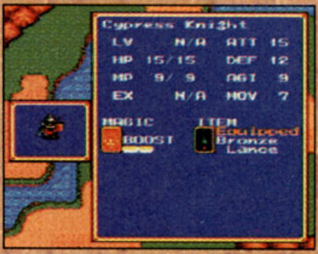
Overhead view
Battery backup
ESRB rating: Kids to Adults

The gameplay is nothing new to Shining Force fans: You move from battle to battle, killing enemies and building experience while upgrading equipment. The well-fashioned battle gameplay requires strategic planning to succeed, and the inclusion of a difficulty setting adds a nice touch for RPG novices who aren't ready for the Shining glare.



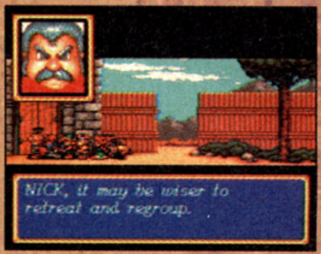
(Ahem!) In the name of the light, MAGE I promote WENDY to WIZ!

PROTIP: As soon as your characters reach Level 10, have them promoted at HQ. Once promoted, they must build experience from Level 1 at their new rank.



Cypress Knight
LV N/A ATT 15
HP 15/15 DEF 12
MP 9/ 9 AGI 9
EX N/A MOV 7
MAGIC ITEM
BOOST Equipped Bronze Lance

PROTIP: Before each battle, view your enemy's statistics.

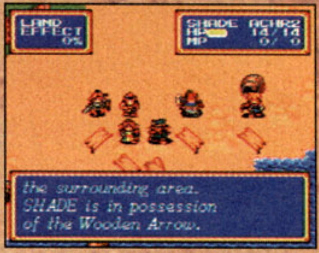


NICK, it may be wiser to retreat and regroup.

PROTIP: When in danger, chant "Egress" or use an Angel Wing to flee.

Still Shining

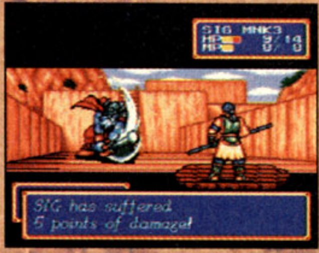
Graphically, Shining CD carries the same luster as previous Forces. The overhead view doesn't depart from the established tradition, and the ¾-overhead in-your-face battle view rules. Unfortunately, if you've played Shining Force I or II, you may be disappointed that nothing dramatically changed.



LAND EFFECT 0%
SHADE ACHR2
HP 14/14
MP 0/ 0

the surrounding area. SHADE is in possession of the Wooden Arrow.

PROTIP: After the first battle, you'll wash ashore without any weapons. Search the entire beach for weapons and items.



SIG MNK3
HP 9/14
MP 0/ 0

SIG has suffered 5 points of damage!

PROTIP: Keep monks and healers in the back. Defensively weak, they're easy targets.

On the other hand, CD technology greatly improves on the sound. The music is inspiring and symphonic, and the effects exude more energy.

The small, confusing icon interface may take a little getting used to. The menus pop in and out way too fast, and hardly any spells can be used during battle. The game would have benefited from more spells, especially with the visual battle scenes.

Same Old Shine And Dance

Although Shining Force CD rates as an above-average game, old Shiners who are looking for something new won't find it here. If you're into simulations, though – and you have a lot of patience – you may want to shine your light this way. **G**

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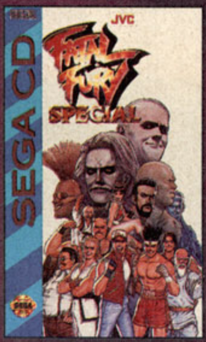
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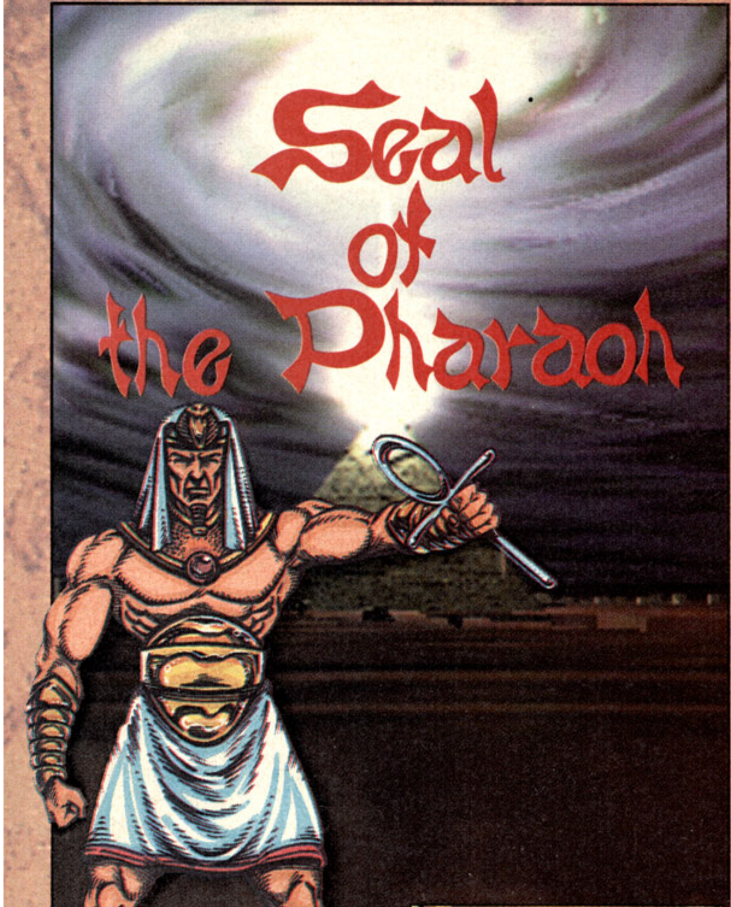


Seal of the Pharaoh

By Sir Scary Larry

Seal of the Pharaoh combines strategic maze burning, beautiful graphics, and an Egyptian motif in the hopes that an RPG will surface. Unfortunately, this disc should have stayed sealed.

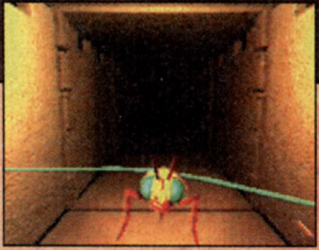
Name that Tomb

Your father has followed his fate into the tomb of Rassius III, and it doesn't look like he's coming back. While daddy is playing with mummies, the land around you has been cursed by death and decay – which is where you come in. You figure you can do a little pyramid pulverizing while looking for dear old dad.

Seal of the Pharaoh by Panasonic

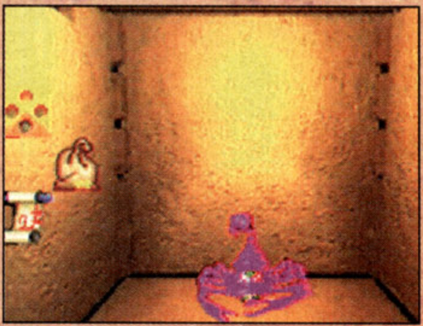
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	3.0	INT. Intermediate

Price not available	1 player
CD	First-person view
Available now	Battery backup
Fantasy RPG	ESRB rating: Not rated

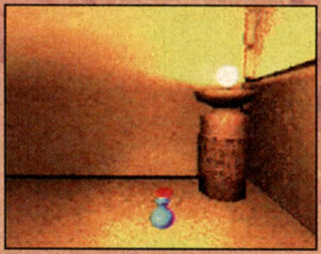


PROTIP: Two hits with the club seals this Pyramid Bee's fate. Don't waste anything else.

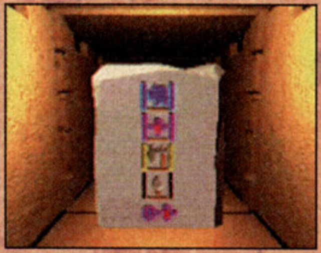
You begin the game with a club, an old shield, and dad's almost indecipherable diary.



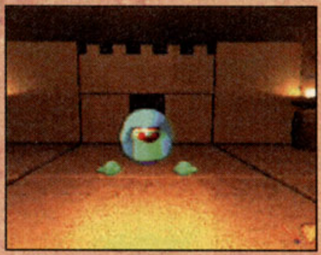
PROTIP: Pay this scorpion, and it'll reveal a secret door.



PROTIP: After finding an item, turn left or right. Items are sometimes clustered in groups.



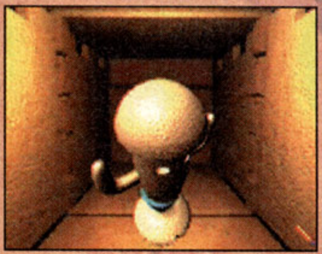
PROTIP: This map is a key to the code of the Colored Pillar. Use it to decipher the code and open the door.



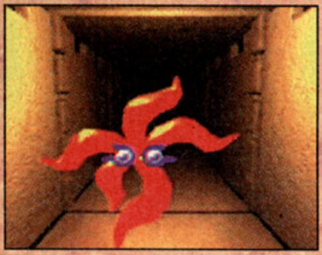
PROTIP: After rappin' with the Pharaoh, take the Pyramid Power Holder and seek out the four jewels.

As you progress through the levels, you find a cast of creepy crawlies, from pyramid slimes to haunted urns to bugs the size of Cairo. You also find different weapons, power-ups, and so on.

Who's the Pharaoh Of Them All?



PROTIP: Although similar in appearance, some enemies have different fighting strategies. The urns may hit you, then wait to be hit, but sometimes they double-hit you. Keep up your health when going into battle.



PROTIP: Flamey is the spirit of your father. His information is cryptic but valuable. Come back to listen to him again if you miss any part of his message.

The 3D graphics are sharp and clear, but extremely unimaginative. You face only one enemy at a time, and they wouldn't scare the dust off a mummy. The halls of Rassius are exactly identical, which makes this maze monstrosity even harder on the eyes.

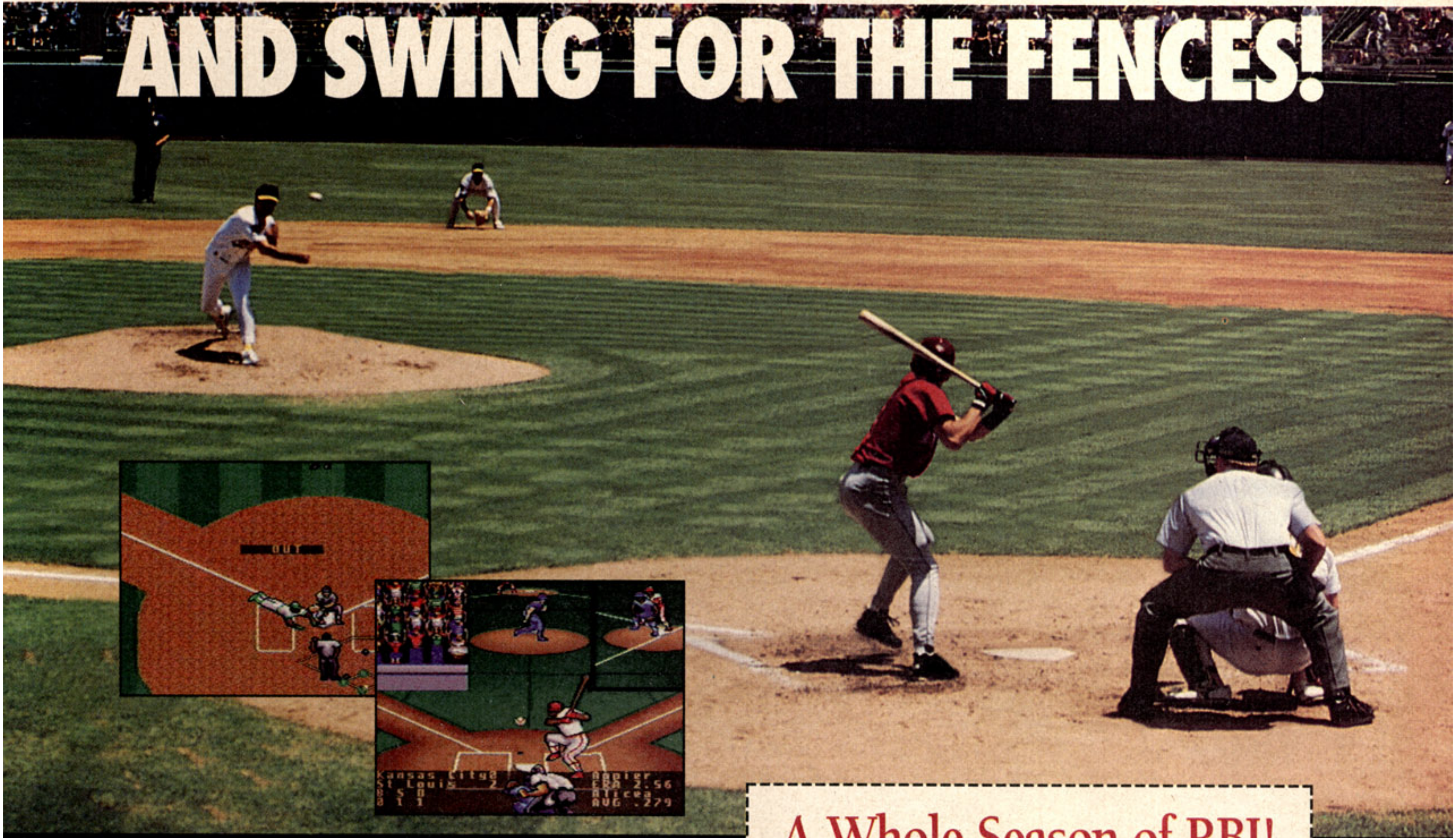
The sound effects and music are just as dismal. The lack of mood-inducing music, along with minimal squawks, grunts, and groans, don't do justice to the theme. Your character sounds like he wears stiletto heels and sports a limp as his footsteps echo down the hall.

The fighting and item gathering utilize a simplistic menu-based system. As a matter of fact, there's no text anywhere in the game. Everything is based on hieroglyphic icons, which are almost as indecipherable as dad's diary. Better read that manual very carefully.

No Tuts About It

Seal of the Pharaoh's lack of conversation, formidable enemies, or challenging mazes brings it down a notch for serious RPG players. Once you begin the Seal of the Pharaoh, you may find yourself hopelessly lost in its endless tunnels. Now you know what happened to dad. G

TAKE ON THE PROS AND SWING FOR THE FENCES!



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Future Fantasies

Hear Ye! Hear Ye!

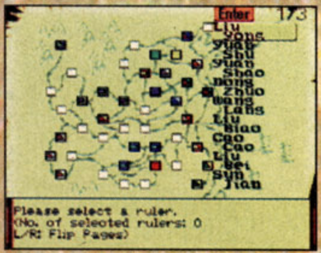
Will there be much fantasy in your future? With the advent of a whole new gaming world, let's hope the new systems keep the RPG fires burning. Until then, we have these awesome previews for our (ahem) classic 16-bit machines.

Romance of the Three Kingdoms IV: Wall of Fire

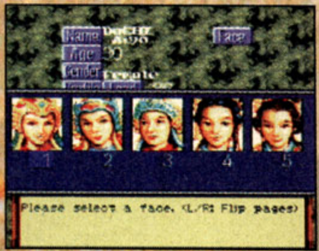
(Super NES)

Who does warring warlords like no other? Who makes the Far East look like the most troubled and tumultuous dynasty since *Melrose Place*? Koei does, and it does it again in RTK IV. This time, the incredibly in-depth historical strategy/RPG action takes place in the second and third centuries in ancient China. This latest sequel provides a selection of more than 450 male and female officers as you build your forces, plus six time periods to wage war in. And there's no doubt that Wall of Fire will burn up lots of time – yours.

By Koei
Available Fall '95



Rulers, kings, and fools populate China. It's up to you to align, befriend, or kill them all.



Your most fearsome warlord may be a warlady.

Welcome to China. Now leave.

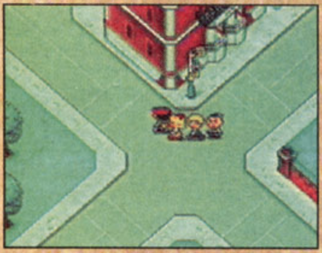
Keep your friends close, and your enemies closer.

EarthBound

(Super NES)

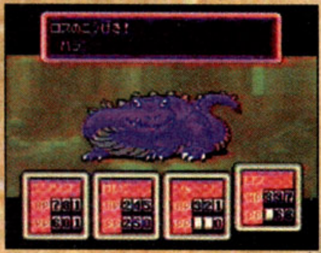
This massive RPG from Nintendo might have the stuff to become an RPG legend. The 24-meg, one-player game is a sequel to Mother, a monster RPG hit in Japan. With play in the style of Dragon Warrior and Final Fantasy III, EarthBound combines a psychic youth, a telepathic teen hero, a mechanical nerd, and a karate kid in a humorous quest to save Earth from alien invaders. The futuristic quest includes sci-fi weapons and characters who delve into psychic and supernatural realms.

By Nintendo
Available Now



Travel the world, see the sights, and slay some enemies!

Dragons and wizards and buffaloes… oh, my!



Travel through the castles, dungeons, and mazes of Earthbound.

Streetwise kids and hilarious heroes make EarthBound special.

Lunar: Eternal Blue

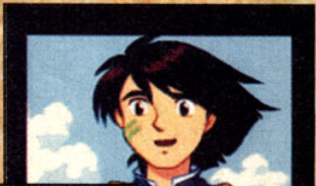
(Sega CD)

Featuring four times as much anime and more than 90 minutes of dialogue, Lunar: Eternal Blue may be as big a hit as its predecessor, Lunar: The Silver Star. Improvements include a much tougher combat A.I., more graphically enhanced spells, and a play timer. Caves, dungeons, and mazes run as big as 16 levels each, making this game three times larger than Silver Star. And that means more than 80 hours of gameplay for serious anime and RPG fans!

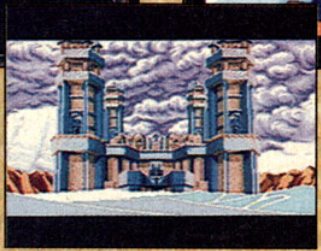
By Working Designs
Available Summer '95

The gang's all here!

Lunar's bosses are impressive.



Great anime cinematic scenes enhance the action.



Dungeons and Dragons are everywhere.

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FZ-1

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast Compudyne with Pentium 90 processor, 8 meg. ram, 845 meg. hard drive, CD-ROM, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES; Sega Genesis with CD-ROM and 32X. Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CA$H! Bonus options include: Sony Play Station, 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H				___
		E			___
P	O	W	E	R	N
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

POWER ....N	PRESS.......K	BLAST ......A	WRECK .....P
BREAK ......Z	PUNCH .....S	SPRAY.......E	TURBO......V
STOMP .....T	STAND .....H	PRESS.......C	DREAM I
CRUSH.....O	SCORE......R	SLANT L	CHASE......P

MYSTERY WORD CLUE:
TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

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Game Boy **Super**

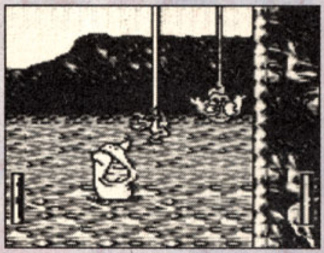
EARTHWORM JIM

By Captain Squideo

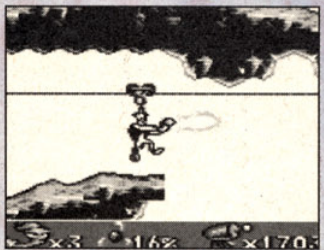
Fans of the Little Worm That Could will welcome this handheld version. While it loses some humor, EWJ on the GB is still a gem of a Jim.

Jim Dandy

If you played last year's heralded 16-bit versions, you'll recognize nearly everything on the Game Boy: The imaginative stages, the nutty characters, and the wacky plot are all here. Once again you play as a lowly worm who puts on a strange suit to become a superhero.



PROTIP: In the bungee-jumping stage, knock Major Mucus into the walls and avoid the monster at the bottom.

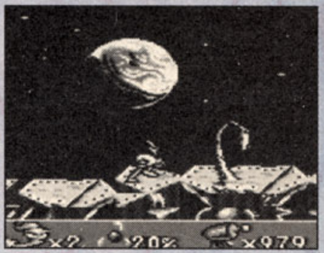


PROTIP: Fire the machine gun to start rolling in the opposite direction.

Unfortunately, though you have lots of control options, control is better in theory than in practice because some moves aren't as effective as you'd like. The plasma gun isn't totally accurate, and whip-slinging can be difficult when you're trying to hit tiny targets.

Inchworm Jim

While the gameplay remains faithful to the 16-bit games, many of the humorous graphics and sounds that put EWJ over the top are gone. The foregrounds look similar, but the backgrounds are sometimes missing, and the sprites are so small that they've lost their bizarre personalities. Jim still moves smoothly, but he's not nearly as charming. The sounds also suffer: With zero voices, the Game Boy version loses lots of comedic impact.



PROTIP: In For Pete's Sake, run ahead to check out the upcoming obstacles, then go back and whip Peter Puppy forward.

Despite the system's limitations, EWJ is still first-class. It's not easy, though, so be prepared for a fight. Fortunately, this is a fight worth taking on. Last year's classic 16-bit entertainment becomes this year's classic handheld fun. **G**

Earthworm Jim by Playmates

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	INT. Intermediate

$29.99	10 stages
4 megs	Multiple views
Available June	Multiscrolling
Action/adventure	ESRB rating: Kids to Adults
1 player	

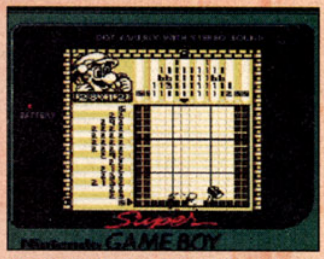
By Captain Squideo

Nothing remarkable distinguishes Nintendo's new puzzle game, yet Picross is undeniably addicting, especially if you love numbers.

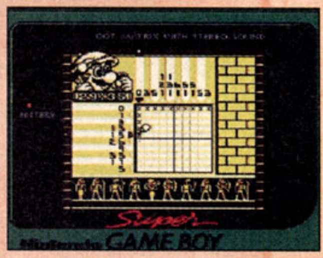
Mario Math

Picross is basic point-n-click action, but it's not a simple game. Pronounced "pick-ross," the game presents a grid of columns and rows. Outside the grid are numbers telling you how many squares are blanked out in each column or row. Using the numbers as clues, you calculate which squares to eliminate, and which to leave in place. A timer juices the intensity, and you're rewarded with a simple picture of a common object.

Mario's Picross

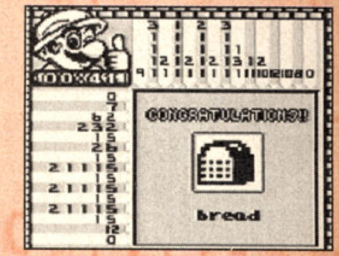


PROTIP: Always start by filling in the rows and columns that use the highest number of squares.



PROTIP: If any rows or columns use zero squares, immediately "X" them out.

If you're waiting for Mario to appear in the graphics or sounds, you'll be disappointed because he's just a showpiece. The game's graphics keep the focus on the grid and the numbers, with some text to help you. The sounds help out by alerting you as time elapses,but the repetitive music will drive you insane.



PROTIP: Don't focus on the overall pictures. They're hard to guess and sometimes have details you can't anticipate.

Playing Picross

The controls are straightforward: You move the cursor quickly and accurately across grids, and you easily undo mistakes. There's not much to do, but then again, this isn't a thumb-straining game.

It is, however, a brain-straining game. The puzzles become progressively harder, and Star grids can be attempted only after you solve every previous puzzle. For novices, 64 easy puzzles are available, and a Hint option offers partially completed puzzles.

Whether you're a beginner or an expert, you'll find yourself tempted to try just one more puzzle. Pick Picross for perplexin' puzzle fun. **G**

Mario's Picross by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.0	4.0	ADJ. Adjustable

$29.95	250+ puzzles
2 megs	Overhead view
Available now	Save feature
Puzzle	ESRB rating: Kids to Adults
1 player	

Burst A Bubble Or Two With The BUST-A-MOVE SWEEPSTAKES

BUST-A-MOVE
Nintendo
TAITO
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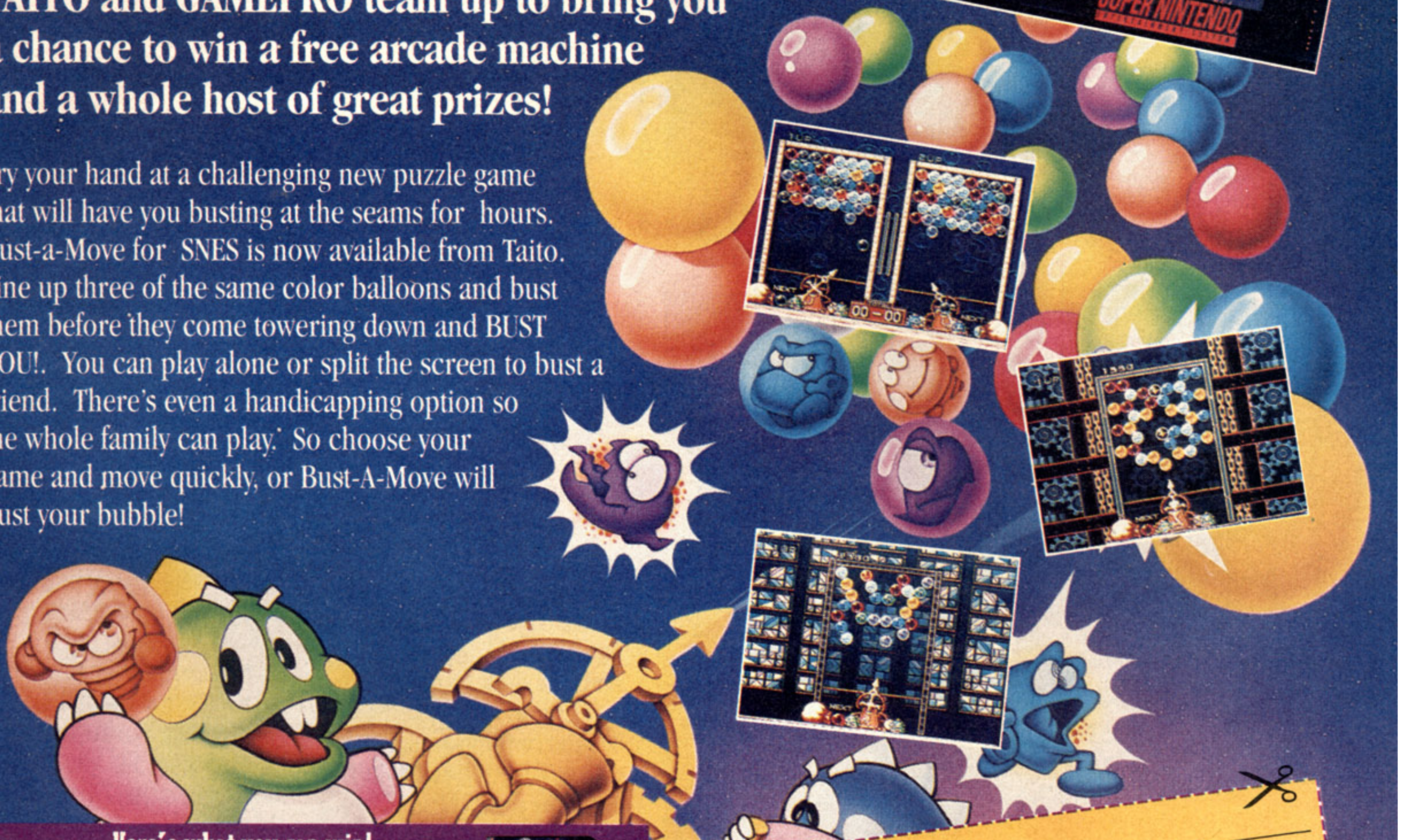
TAITO and GAMEPRO team up to bring you a chance to win a free arcade machine and a whole host of great prizes!

Try your hand at a challenging new puzzle game that will have you busting at the seams for hours. Bust-a-Move for SNES is now available from Taito. Line up three of the same color balloons and bust them before they come towering down and BUST YOU!. You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. So choose your game and move quickly, or Bust-A-Move will bust your bubble!



Here's what you can win!

1 Grand Prize: Bust-A-Move Arcade Machine

4 First Prize: Bust-A-Move SNES Cartridge, TAITO T-shirt, GamePro Subscription

20 Second Prize: GamePro Subscriptions

30 Third: GamePro T-shirts

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Official Rules

No purchase necessary. One entry per person. All duplicate entries of violator will be voided. Infotainment World, Inc. and TAITO assume no responsibility of late, misdirected, incomplete, or illegible entries. All mail in entries must be post-marked by September 1, 1995. Void where prohibited.

Awarding of Prizes

Winners will be determined on September 15, 1995 in a random drawing by GamePro magazine. Odds of winning depend upon the number of all eligible entries received. Winners will be notified by phone. Winners entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of GamePro and/or TAITO without further compensation. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of GamePro magazine.

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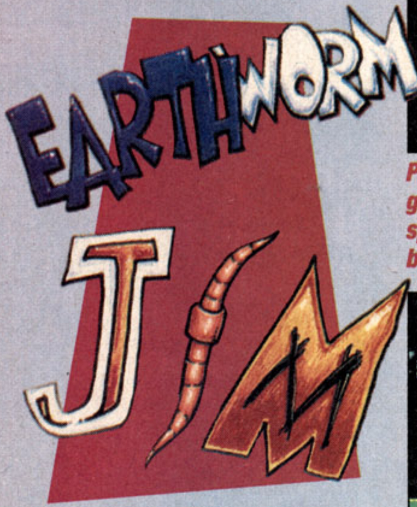
Prize Restrictions

Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. All prizes will be awarded by October 15, 1995. Eligible to residents of the contiguous United States only.

By Quick-Draw McGraw

One of 1994's most popular games, Earthworm Jim could take the handheld world by storm. Although this cart is graphically slick, it suffers from dismal controls.

EARTHWORM JIM



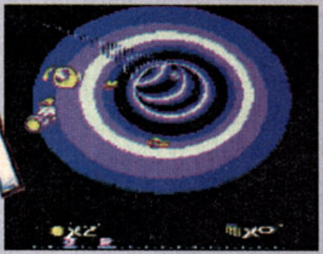
Psy-Crow Therapy

The twisted adventure begins when Psy-Crow loses his space suit on Earth, and a lowly earthworm named Jim happens to crawl inside. With his body as a whip and a deadly blaster by his side, Earthworm Jim becomes a superhero! Starting out in New Junk City, you battle ferocious poodles, then journey on to Heck where you're surrounded by fire, brimstone, and even worse...lawyers!

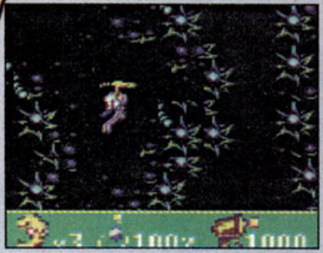
EWJ's imaginative graphics carry over well in the 8-bit version; the levels are close to its 16-bit brethren but obviously less detailed. Jim himself looks the same and has most of the movements and expressions that made him a star.

Tough Bait

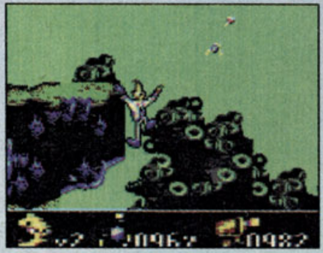
Each level baits you with original music, from funky jazz to a down-home jamboree. The 16-bit sound effects, like screams and grunts, aren't included, which diminishes the humor.



PROTIP: On the Asteroid level, grab these bubbles to gain a speed burst that's a must for beating Psy-Crow.



PROTIP: In Buttville, use your helicopter head to navigate the spiked walls.



PROTIP: Just after the cow launch in the first level, head down and to the left to find a 1-up.

Control is this cart's biggest flaw, though the blame lies partly with the two-button Game Gear setup. When a precarious situation arises, poor controls make grabbing a ledge, whipping a hook, or aiming your pistol a difficult task.

Overall, this portable Earthworm is fine for fans who want to take their EWJ show on the road. But the controls may just send you crawling back into the dirt.

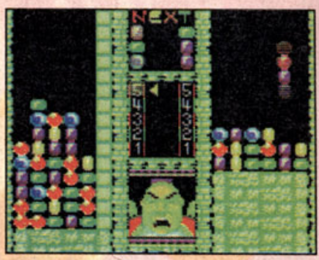
Earthworm Jim by Playmates

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
4.5	3.5	3.0	3.5	Expert

$39.99
4 megs
Available July
Action/adventure
1 player
10 stages
Multiple views
Multiscrolling
ESRB rating: Kids to Adults

By The Unknown Gamer

Super Columns, the classic puzzle game, returns with a few improvements in a nifty handheld version that's a real gem.



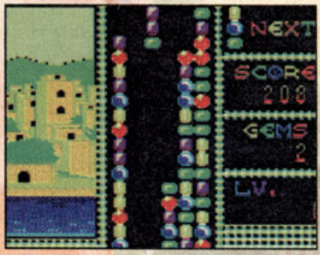
PROTIP: In the Story mode, stack the brown blocks along the sides so they don't prevent you from making matches.

SUPER COLUMNS

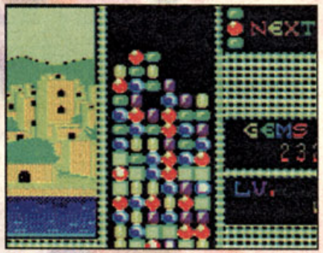
Same Old, Same Old

Super Columns makes use of what's now a tried-and-true formula for puzzle games. Trios of colored gems fall onto a playing field, and you must eliminate them by combining them in various ways. Inevitably, you can't make enough matches, the screen fills, and the game ends.

The variety in this two-player version (head-to-head with the Gear-to-Gear cable) includes regular play against the CPU, a Story mode where you advance by beating computer opponents, and a Flash mode where special power-up blocks liven up the gameplay as you try to score big.



PROTIP: Stack blocks along the side walls to leave room for maneuvering in the middle.



PROTIP: To score big points, create situations where multiple matches will occur in a row.

In each of the modes, simple two-button controls enable you to easily maneuver the rows of gems and instantly swap their order. The crisp, clear graphics are surprisingly easy on the eyes despite the tiny size of the gems. The music won't win any Grammys, but it's a decent backdrop for the absorbing play.

A Valuable Gem

Super Columns offers nothing that's new and exciting – especially for puzzler addicts familiar with the genre – but it's still a keeper. Its engrossing gameplay, along with the additional play modes, make it worth playing one more time, and one more time, and just one more time....

Super Columns by Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	4.5	4.5	Adjustable

$39.95
1 meg
Available Spring '95
Puzzler
2 players
ESRB rating: Kids to Adults

THE GREAT ONE

Wayne Gretzky 99

Tony Amonte

Chris Chelios

Kirk Muller

Pavel Bure

Russ Courtnall

Sergei Fedorov

Marty McSorley

NHLPA

NHLPA PLAYERS (OVER 600)

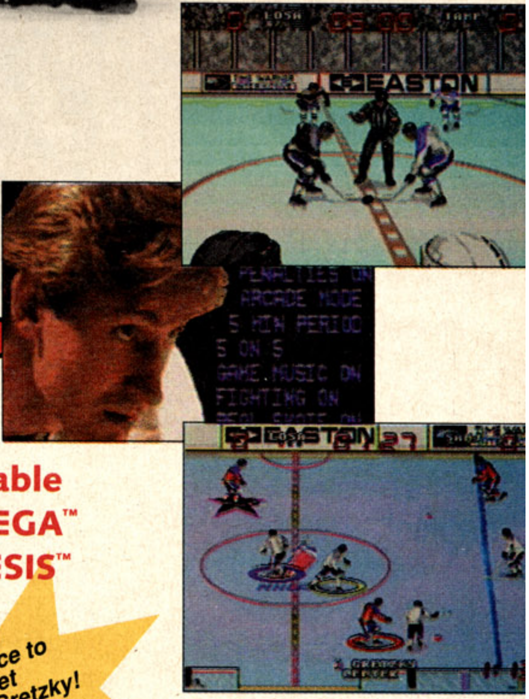
GREAT

FEATURES

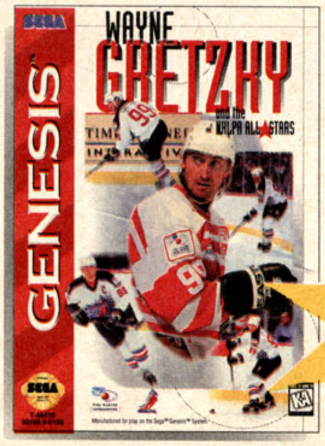
- 26 Teams
- Over 600 NHLPA players and their stats.
- Two gameplay modes: Arcade and Simulation
- Instant "Just Play" option
- Battery backup saves your season and tournament stats

GREAT

GRAPHICS



PENALTIES ON
ARCADE MODE
5 MIN PERIOD
5 ON 5
GAME MUSIC ON
FIGHTING ON



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1 TO 4 PLAYERS

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TIME WARNER
INTERACTIVE

OK. YOU'VE HAD A

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to square off in do-or-die, no-nonsense
video game competition.

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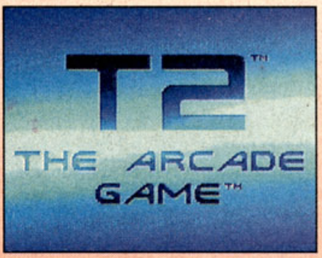
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Super NES

T2: The Arcade Game

Unlimited Credits


T2
THE ARCADE GAME

TERMINATOR ONE
TERMINATOR TWO

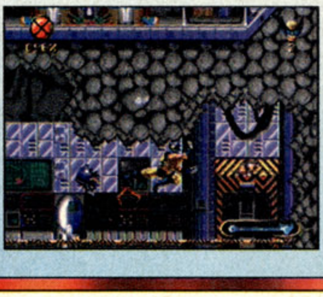
At the T2 title screen, quickly **press Left, Up, Right, Up, Left, Left, Left, Right, Down, and Down**. Be sure to press all the buttons before the screen fades, and you'll hear a booming noise to confirm that you've done the trick correctly. As many times as you want to during the game, **press R on Controller One** to boost your credits to nine!

Abe Smith
West Des Moines, IA

Genesis

Wolverine: Adamantium Rage

Passwords



Level 2: **MARIKO**
Level 3: **SILVER FOX**
Level 4: **DEPARTMENT H**
Level 5: **MADRIPOOR**
Level 6: **ASANO**
Level 7: **THE HUDSONS**

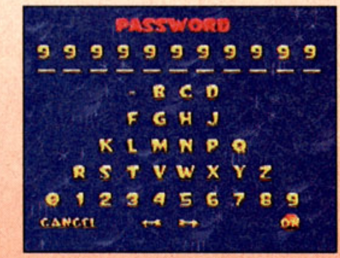
Chris Wallin
Chaska, MN

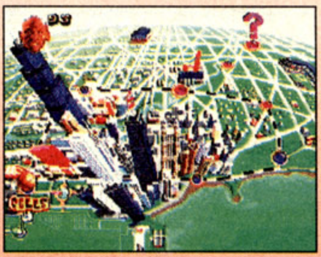
Super NES

Michael Jordan: Chaos in The Windy City

Power-Up Password

MICHAEL JORDAN
CHAOS IN THE WINDY CITY
START
OPTIONS
PASSWORD


PASSWORD
9 9 9 9 9 9 9 9 9 9 9
CANCEL
OK



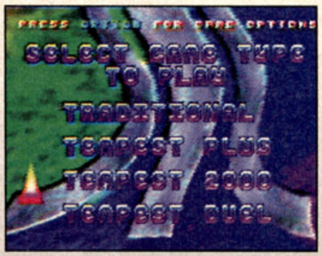
This password puts you halfway through the game with 93 lives: **99999999999**

Dan Dellacecca
Vernon Hills, IL

Jaguar

Tempest 2000

Cheat Mode

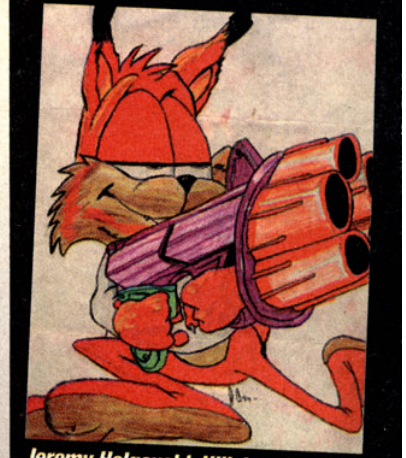

PRESS OPTION FOR GAME OPTIONS
SELECT GAME TYPE TO PLAY
TRADITIONAL
TEMPEST PLUS
TEMPEST 2000
TEMPEST DUEL

36571
OUTTA HERE!
Excellent

40404
WARP ENABLED

First you must activate the Cheat mode. At the main menu, set your cursor on the game mode you want to play and **simultaneously press Buttons 1, 4, 7, and A**. You will hear "excellent" if the trick worked. To skip levels, **press Option**. To enable the warp bonus round, **press 6**.

Clay Halliwell
Internet

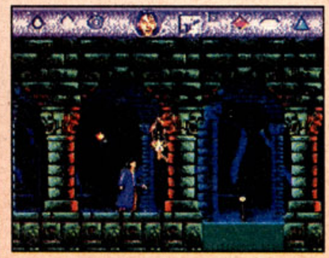


Jeremy Helgevold, Hillsborough, NC

Super NES

Warlock

Passwords



The Garden: GRKKL

The Castle

Begin third stone quest:
SHPJL

Continue third stone quest:
CDJHL

Begin fourth stone quest:
BRSHT

Final part of fourth stone quest: **HBLST**

Realm of the Damned

Begin quest for fifth stone:
THKTH

Continue fifth stone quest:
DCTFF

Begin quest for sixth stone:
BSTJK

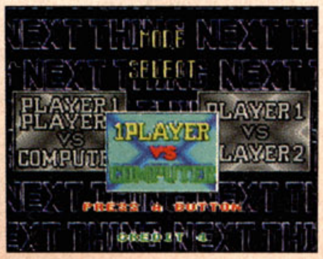
Continue sixth stone quest:
LHBHL

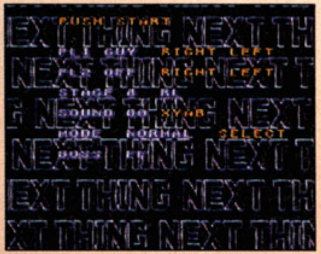
Final part of sixth stone quest:
DFGBH

Super NES

King of Monsters 2

Debug Screen With Level Select


NEXT THING
MODE SELECT
PLAYER1 VS COMPUTER
1PLAYER VS COMPUTER
PLAYER1 VS PLAYER2
PRESS A BUTTON
CREDIT 4


PUSH START
PL1 GUY RIGHT LEFT
PL2 OFF RIGHT LEFT
STAGE 4 A1
SOUND 00 XYAB
MODE NORMAL SELECT
BOSS [illegible]

TIME
20
PRESS START BUTTON

At the Mode Select screen, **press Right three times, Left four times, Right three times, and Left four times**. Then, **on Controller Two, simultaneously press and hold Y and Select, then press Start on Controller One**. Choose the Vs. Computer mode and start the game. You'll immediately go to a Debug screen with a stage select and other options.

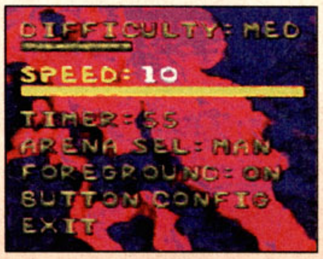
Vincent Clemens
Cambridge, MA

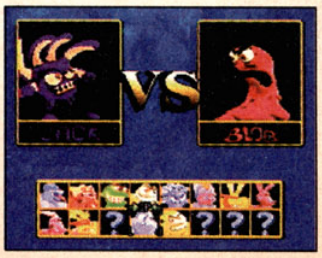
Super NES

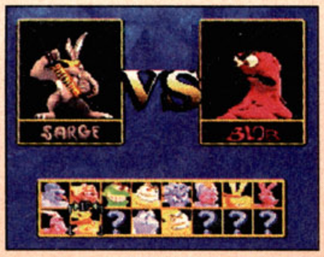
Clay Fighter 2

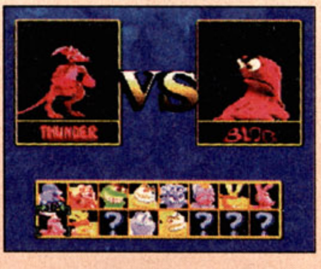
Hyper Speed, Hidden Characters, and Random Select

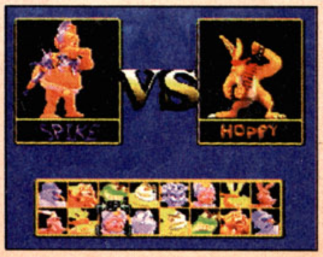
GAME START
VS MODE
TOURNAMENT
OPTIONS

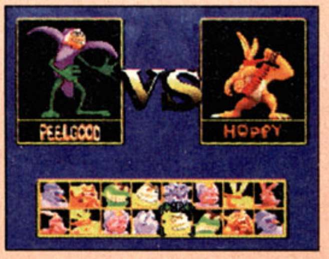

DIFFICULTY: MED
SPEED: 10
TIMER: 55
ARENA SEL: MAN
FOREGROUND: ON
BUTTON CONFIG
EXIT

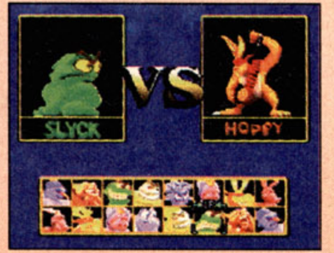

VS
JACK
BLOB

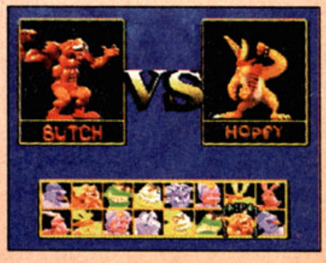

VS
SARGE
BLOB

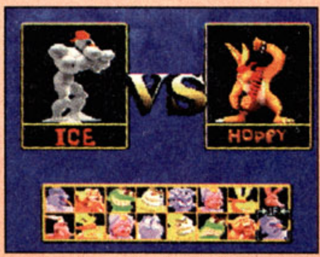

VS
THUNDER
BLOB


VS
SPIKE
HOPPY


VS
PEELGOOD
HOPPY


VS
SLYCK
HOPPY


VS
BUTCH
HOPPY


VS
ICE
HOPPY

Hyper Speed

At the Game Start screen, **hold down Y and press L, L, R, Down, Left, and R**. A beep confirms the correct code. Go to the Options screen, and you can set the speed as high as 10, instead of only 4!

Hidden Characters

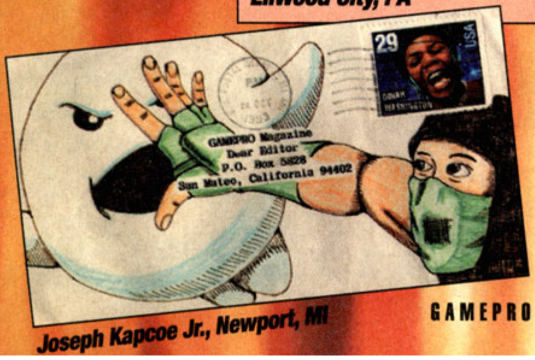
At the Game Start screen, enter these codes to reveal the following hidden characters:

Thunder:	**Hold Up-Right on the directional pad and press Y, B, X, B, B, X, A.**
Sarge:	**Hold Right and X, then press L, L, Up, Down, Left, Down.**
Jack:	**Hold Up on the directional pad and press X, A, R, R, Y, A.**
Peelgood:	**Hold Down-Left on the directional pad and press B, Y, Y, A, Y.**
Butch:	**Hold L and press X, R, A, X, R, R.**
Ice:	**Hold B and press Up, L, L, L, Right.**
Slyck:	**Hold Y and press L, L, Up, L, Left, R.**
Spike:	**Hold R then press X, B, B, A, Y, Left, A.**

Random Select

At the Character Select screen, **simultaneously press R and L**.

Charles D. Maggi
Ellwood City, PA


29
USA
GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, California 94402

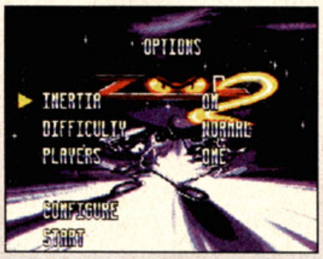
Joseph Kapcoe Jr., Newport, MI

Victor La, Anaheim, CA

Jaguar

Zool 2

Cheat Codes


OPTIONS
INERTIA ON
DIFFICULTY NORMAL
PLAYERS ONE
CONFIGURE
START

MENTAL BLOCKAGE
Chupa Chups

Enter the cheat codes at the Options screen. Confirmation of each code is noted by the sound of a rooster crowing.

First stage of Bulberry Hill: **77749**

First stage of Tooting Common: **88563**

First stage of Snaking Pass: **33666**

First stage of Mount Ices: **11968**

Start of Mental Blockage: **91266**

Automatic access to bonus round after each stage: **31867**

Infinite health: **11275**

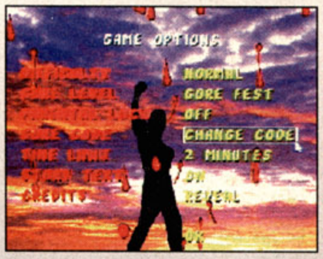
99 lives: **31965**

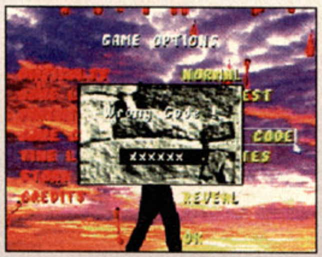
Scott Buennemeyer
Champaign, IL

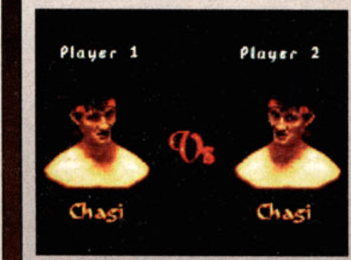
Jaguar

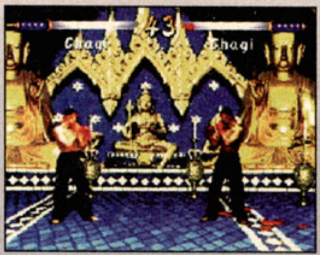
Kasumi Ninja

Fight as the Same Character


GAME OPTIONS
NORMAL
GORE FEST
OFF
CHANGE CODE
2 MINUTES
ON
CREDITS
REVEAL
OK


GAME OPTIONS
Wrong Code
XXXXXX
CREDITS
REVEAL


Player 1
Player 2
Vs
Chagi
Chagi


43
Chagi
Chagi

Two controllers must be plugged into your Jaguar for this trick, and you must already have entered a Gore Code. At the Options screen, access the Change Code option. **While holding down Buttons A and C on Controller Two, use Controller One to press Buttons 6, 2, 1, 5, 4, and 4.** You will hear "Ha!" and see the words "Wrong Code" appear as confirmation. Exit the Options screen, and you can pit the same opponents against one another. The second player's character appears a shade darker than the first player's.

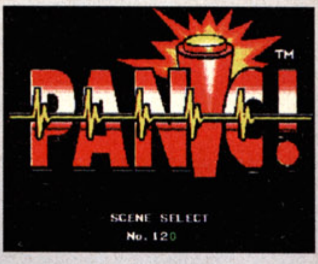
Travis Guy
aeo.mag@genie.geis.com
Altha, FL

Sega CD

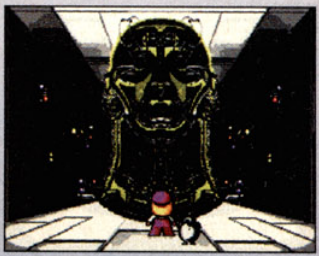
Panic!

Level Select

PANIC!
START
OPTION



SCENE SELECT
No. 120



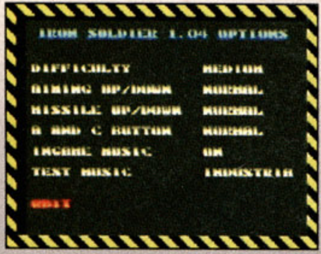
At the title screen, **press Right, Right, Down, Up, Left, Right, Up, Up, Left, and Down.** A Scene Select menu appears if you did the trick correctly. Select scene 120 to see the game's ending.

Ian Carter
Irvine, CA

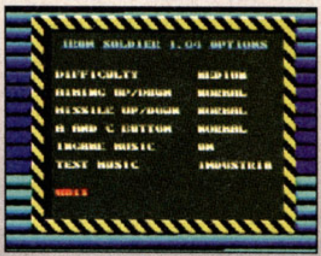
Jaguar

Iron Soldier

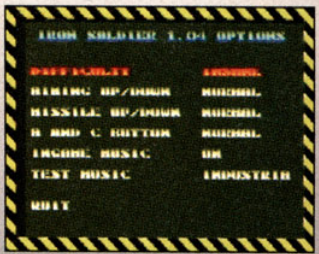
Insane Difficulty Option



IRON SOLDIER 1.04 OPTIONS
DIFFICULTY MEDIUM
AIMING UP/DOWN NORMAL
MISSILE UP/DOWN NORMAL
A AND C BUTTON NORMAL
INGAME MUSIC ON
TEST MUSIC INDUSTRIA
QUIT



IRON SOLDIER 1.04 OPTIONS
DIFFICULTY MEDIUM
AIMING UP/DOWN NORMAL
MISSILE UP/DOWN NORMAL
A AND C BUTTON NORMAL
INGAME MUSIC ON
TEST MUSIC INDUSTRIA
QUIT



IRON SOLDIER 1.04 OPTIONS
DIFFICULTY INSANE
AIMING UP/DOWN NORMAL
MISSILE UP/DOWN NORMAL
A AND C BUTTON NORMAL
INGAME MUSIC ON
TEST MUSIC INDUSTRIA
QUIT

Go to the Options screen and **press Buttons 6, 8, 2, and 4**. The screen border briefly flashes to confirm that you've correctly entered the trick. You can now select an Insane difficulty level, which is more challenging than Hard.

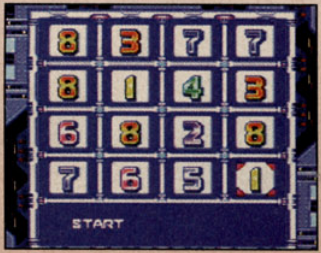
Stephan Baucke
Aachen, Germany

Super NES

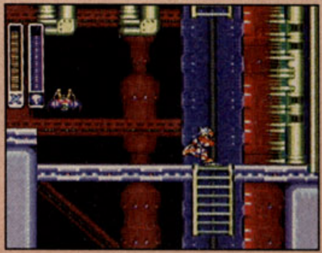
Mega Man X2

Dragon Punch Power-Up

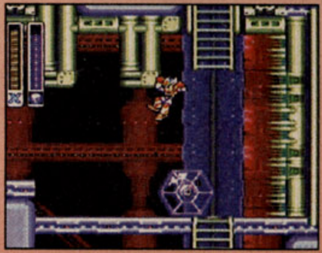
Give Mega Man the power to do Ryu's Dragon Punch from Street Fighter II. First you must acquire every item Mega Man can possess, including the eight weapons, eight Heart Tanks, and four Sub-tanks. You must also have nine lives, all weapons, and fully charged Heart Tanks.


8 3 7 7
8 1 4 3
6 8 2 8
7 6 5 1
START

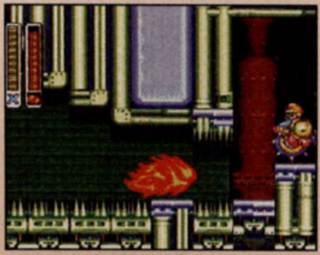
Get started with this password: `8377, 8143, 6828, 7651`



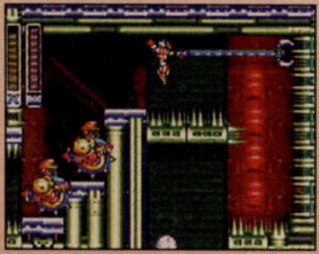
Proceed through the X-Hunter level and defeat the bosses Violen and Serges. About halfway through the level to the third boss, Agile, you come to a point where a ladder descends and another ladder is above you, but out of reach.



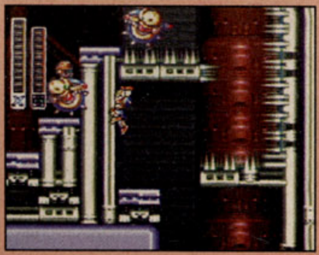
Use the Crystal.H weapon to crystalize the bat and jump on him to reach the ladder above.



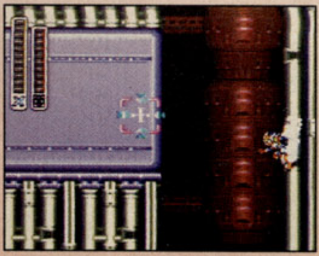
Charge up the S.Burner and release it to cross the first set of spikes.



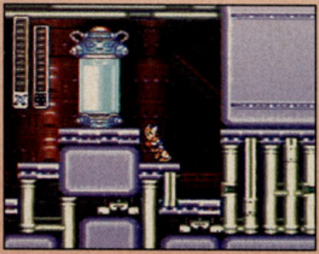
At the second set of spikes, launch the S.Chain weapon, then lightly jump to carry yourself across the spikes.



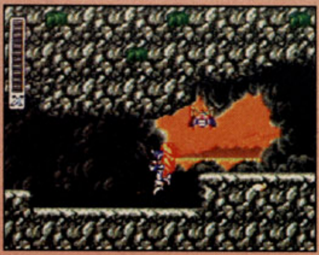
As you drop, turn left, Air Dash to the platform, and grab the 1-up. This tricky maneuver takes perfect timing. At this point, you must still have perfect health, and all your Sub-tanks must be full.



When you fall into this long drop, hug the right side of the wall and use the radar to find the wall's invisible section.



Enter this hidden area. Inside you find the Dragon Punch capsule and a message from Dr. Light that reads "I'm not worthy!"



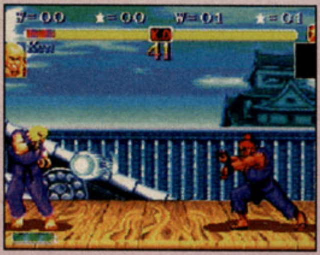
To use the Dragon Punch, your energy bar must be completely full. To execute it, **Tap →, ↓, ↘, and press Button Y.**

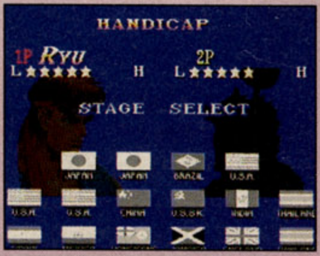
3DO

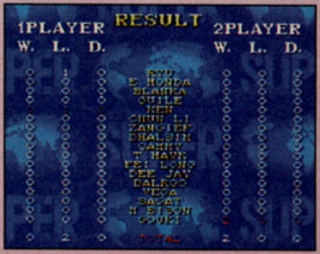
Super Street Fighter II Turbo

Play as Akuma in the Versus Mode

SUPER STREET FIGHTER II TURBO
SUPER BATTLE
VERSUS BATTLE
OPTION

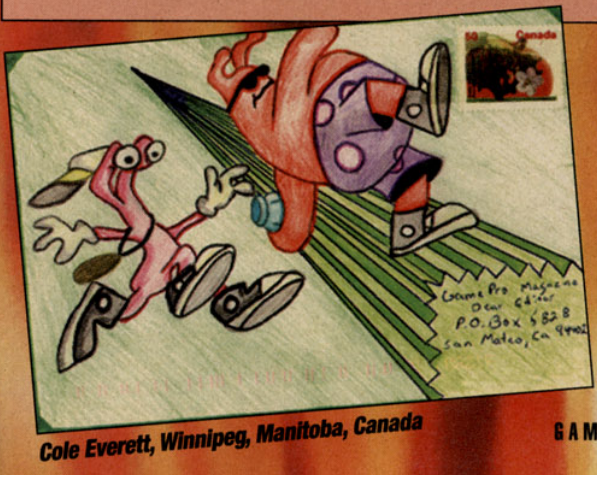



HANDICAP
1P RYU
2P
STAGE SELECT
JAPAN
JAPAN
BRAZIL
U.S.A.
U.S.A.
U.S.A.
CHINA
U.S.S.R.
INDIA
THAILAND


RESULT
1PLAYER
W. L. D.
2PLAYER
W. L. D.
RYU
E. HONDA
BLANKA
GUILE
KEN
CHUN LI
ZANGIEF
DHALSIM
CAMMY
T. HAWK
FEI LONG
DEE JAY
BALROG
VEGA
SAGAT
M. BISON
GOUKI
TOTAL

Select the Versus mode and set the speed. When you select a character, **simultaneously press A, B, C, L, R, and P.** Hold down these buttons until your opponent has selected their character. Akuma's silhouette appears on the Stage Select screen. On the Result screen, Akuma's record is listed under the name "Gouki."

Bill Putnam
Bronx, NY


Canada
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Cole Everett, Winnipeg, Manitoba, Canada

NEXT
BLANKA

Flavius Panchon, Brooklyn, NY

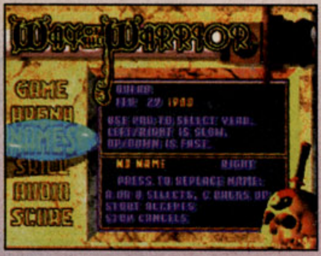
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

3DO

Way of the Warrior

Playable Hidden Characters and Space Game



In the Versus mode, enter these hidden characters' names and birthdays:

Gulab Jamun:	**Gulab, February 29, 1900**
Major Trouble (a palette swap of Major Gaines):	**Bad Boy, February 4, 1908**
Voodoo (a palette swap of Fox):	**Evil, June 6, 1966**
Black Dragon (a palette swap of Dragon):	**Wyvern, March 9, 1927**

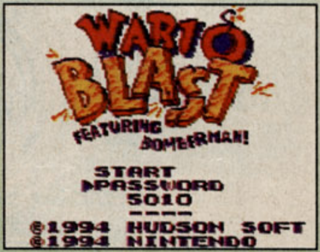
The pad trick to play the hidden space game is much easier to do with two people. At the character-select screen, **pick a character on Controller Two and simultaneously press and hold down A, B, and C while holding Down-Toward on the directional pad**. Then **press II while continuing to hold down all the buttons. On Controller One, simultaneously press and hold Buttons L and R, Up-Away on the directional pad, and press II**. The screen will vanish, and a spaceship appears. Player One must press II again to join in the game.

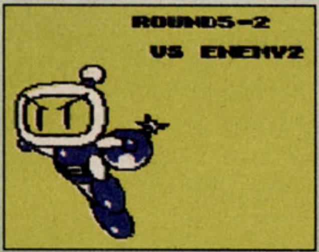
Corbin Thomason
Colorado Springs, CO

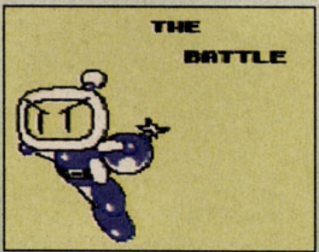
Game Boy

Wario Blast Featuring Bomberman

Passwords







The passwords listed are for Bomberman. To play as Wario, simply reverse the numbers. For example, Bomberman's password for Level 4-1 is **4152**, so for Wario, it's **2514**.

Level 1-1:	**4696**	Level 3-2:	**8264**	Level 5-3:	**2904**	Level 7 Boss:	**7110**
Level 1-2:	**7006**	Level 3-3:	**0173**	Level 5 Boss:	**1726**	Level 8-1:	**5814**
Level 1-3:	**8774**	Level 3 Boss:	**2828**	Level 6-1:	**3614**	Level 8-2:	**8136**
Level 1 Boss:	**5141**	Level 4-1:	**4152**	Level 6-2:	**0610**	Level 8-3:	**0390**
Level 2-1:	**9185**	Level 4-2:	**3451**	Level 6-3:	**9867**	Level 8 Boss:	**3158**
Level 2-2:	**4610**	Level 4-3:	**4312**	Level 6 Boss:	**9618**	Secret Battle Game:	**5656**
Level 2-3:	**2630**	Level 4 Boss:	**0874**	Level 7-1:	**1884**		
Level 2 Boss:	**3569**	Level 5-1:	**1909**	Level 7-2:	**7702**		
Level 3-1:	**8401**	Level 5-2:	**5010**	Level 7-3:	**6925**		

Do You Have a Secret Weapon?

If so, send it to SWAT and, if we publish it, we'll send you a free *GamePro* T-shirt! We also want more of your artwork. Every reader who gets their artwork published in SWAT will also receive a free T-shirt. Cool! Send your best tips and secrets to:

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You can also e-mail us your tips at:
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SEGA GENESIS™

	We Sell Used
After Burner 2	$26
Aladdin	38
Alex Kidd	16
Alien 3	25
Altered Beast	10
Andrettis Racing	45
Arch Rivals	17
Barkley Shut Up	22
Bass Masters	30
Batman	19
Batman & Robin	50
Batman Returns	20
Battle Tech	42
Battlds/Dbl Dragn	32
Beavis & Butthead	45
Beyond Oasis	39
Bill Walsh Ftbl	13
Bill Walsh Ftbl 95	30
Boogerman	52
Boxing Legends	28
Bubsy	30
Bubsy 2	35
Bulls vs Blazers	10
Bulls vs Lakers	9
Buster Douglas Bxg	10
Caesars Palace	58
Capt America	22
Centurion	35
Chakan	15
Champ Pool	48
Coach K Bsktbl	55
College Football	35
Columns	42
Contra Hard Corps	42
Cool Spot	32
Cyberball	9
Cyborg Justice	17
David Robinson	9
Desert Strike	40
Double Dragon	25
Double Dribble	30
E Swat	11
Earthworm Jim	60
Ecco the Dolphin	30
Ecco-Tides/Time	38
Eternal Champions	30
Evander Hlyfld	17
Ex Mutants	11
F 117 Night Storm	30
F 22 Intercptr	22
Faery Tales	18
Family Feud	40
Fantasia	19
Fatal Fury	17
FIFA Soccer	28
FIFA Soccer 95	50
Flashback	20
General Chaos	30
Ghost Busters	18
Ghouls Ghosts	18
Golden Axe	16
Goldn Ax 2	22
Golf-Arnold Palmer	15
Greatest Hvywts	40
Greendog	12
Hard Drivin'	17
Hardball	9
Hardball 3	12
Hardball 94	30
Home Alone	22
Immortal	28
Incredible Hulk	35
James Pond	11
Jammit	26
Jeopardy	40
Jeopardy Sports	32
Jewel Master	9
Joe Mntna	8
Joe Mntna 2	7
Joe Mntna 3	9
Joe Mntna 94	14
John Madn	6
John Madn 92	7
John Madn 93	10
John Madn 94	16

	We Sell Used
John Madn 95	$40
Jordan vs Bird	13
Jungle Book	44
Jungle Strike	44
Jurassic Park	26
Jurassic Park-RE	40
Kid Chameleon	20
Klax	36
Lakers Celtics	5
Land Stalker	30
Last Battle	9
Lemmings	32
Lemmings 2	34
LHX Attack Chpr	19
Lion King	45
Litl Mermaid	32
Magical Quest	34
Marble Madness	38
Mario Lemieux	10
Maximum Carnage	38
Menacer Game	6
Michl Jksn Mwk	16
Mickey & Dnld	40
Mickey Mania	38
Mickey Ms Cstl	28
Might & Magic	35
Mike Dtka Ftbl	5
MLBPA Bsbl	22
Monopoly	60
Mortal Kombat	18
Mortal Kombat 2	38
Ms Pac-Man	42
Mutant Lg Ftbl	19
Mystic Defendr	9
NBA Action	28
NBA Action 95	55
NBA Allstar Chlg	14
NBA Jam	28
NBA Jam-Tourn	48
NBA Live 95	58
NBA Showdown	25
NFL 95	35
NFL QB Club	45
NHL Hockey	10
NHL Hockey 94	22
NHL Hockey 95	48
NHLPA 93	12
Out Of This Wrld	20
Pac-Man 2	35
Pac-Mania	50
Paperboy	40
Paperboy 2	40
Pat Rily Bsktbl	5
PGA Euro Tour	42
PGA Tour Golf	32
PGA Tour Golf 2	42
PGA Tour Golf 3	50
Phant Star 2	28
Phant Star 3	32
Phant Star 4	60
Pitfall	60
Pitfighter	15
Power Rangers	45
Predator 2	19
Pro Am Racing	30
Punisher	50
Quackshot	16
RBI Basbl 3	10
RBI Basbl 4	14
RBI Basbl 93	19
RBI Basbl 94	28
Revenge Shnobi	12
Road Rash	32
Road Rash 2	55
Road Rash 3	58
Robocop vs Term	30
Rocket Knight Adv	20
Samurai Shodown	40
Shadow Dancer	11
Shaq Fu	25
Shining Drkns	20
Shinobi 3	26
Side Pocket	48
Simpsons-B Ntmr	35
Simpsons-B vs SM	22

	We Sell Used
Skitchin'	$35
Sonic & Knuckles	45
Sonic Hdghg	14
Sonic Hdghg 2	18
Sonic Hdghog 3	42
Sonic Spinball	26
Spiderman	18
Spiderman-TV	55
Splatterhouse 3	30
Sports Talk BB	11
Star Trek-Nxt Gen	42
Stargate	50
Street Ftr 2 SCE	25
Streets Rage	18
Streets Rage 2	25
Streets Rage 3	42
Strider	12
Subterrania	20
Supr High Impact	10
Supr Monaco GP	18
Supr Off Road	28
Supr Strt Ftr 2	42
Sword Vermilion	16
Tale Spin	20
Taz-Escape from Mars	38
Tazmania	28
Team USA Bsktbl	10
Tecmo Super Bowl	20
Tecmo Super Bowl 2	39
Tecmo Super NBA	20
Terminator 2-Arcd	22
Terminator 2-Jdgmt	28
Thunder Force 3	15
Tiny Toons	32
TMNT Hyperstone	28
TMNT Tourn Ftrs	30
TNN Bass Trnmnt	34
Toe Jam & Earl	32
Toe Jam & Earl 2	32
Tom Lasorda Bsbl	6
Tony La Russa	9
Tony LaRussa 95	32
Toughman Contest	50
True Lies	50
Urban Strike	50
Virtua Racing	45
Warrs Etrnl Sun	38
Wheel Fortune	50
Winter Olympics	22
Wolverine	40
World Champ Sccr	9
World Series	30
World Series 95	55
WWF Raw	48
WWF Royal Rumble	30
WWF Sup Wrstmnia	20
X-Men	20
X-Men 2	55
Y's 3	14
Zero Tolerance	40
Zombies Ate Nghbr	25

ACCESSORIES

Sega Genesis Deck	**$70**
Sega Genesis 2 Deck	**70**
Ascii Pad	16
Carry Case/Lg	20
Carry Case/Sm	13
Comp Pro	10
Controller-6 Btn	13
Dual Turbos(2)	30
Extension Cord	5
Four Plyr Adptr	22
Game Genie	40
Game Holder	11
Justifier 1 (Ctrlr)	30
Justifier 2 (Phone)	30
Mega Mouse	20
Menacer	16
Misc Joypad	8
Misc Joystick	15
Power Base Cnvrtr	22
Power Joystick	30

SUPER NES

	We Sell Used
7th Saga	$50
Act Raiser	17
Act Raiser 2	30
Adv Island	22
Aero The Acrobat	20
Aerobiz Supersonic	42
Air Strike Patrol	40
Aladdin	40
Alien 3	30
Aliens/Predator	28
Art Of Fighting	20
Axelay	16
Ballz	34
Bassins Black Bass	42
Batman & Robin	42
Batman Returns	28
Battleclash	8
Battltds/Btl Mncs	20
Beavis & Butthead	42
Bill Laimbeer	8
Bill Walsh Ftbl	22
Boxing Legends	26
Breath Of Fire	45
Brett Hull Hockey	25
Bubsy	35
Bubsy 2	40
Bugs Bny Rampage	32
Bulls vs Blazers	11
Capt America	22
Carmen Sndgo-W	32
Castlevania 4	18
Chessmaster	44
Clayfighter 2 Judg	36
Clayfighter Trnmnt	32
Clayfighters	35
Claymates	40
Cliffhanger	19
Clue	28
Contra 3	30
Daffy Duck	32
Darius Twins	15
Death Valley Rly	17
Death/Retrn Sprmn	40
Demon's Crest	30
Desert Strike	42
Dirt Trax FX	40
Donkey Kong Ctry	58
Dracula	14
Drakkhen	10
Earthworm Jim	65
Eye Beholder	32
F Zero	18
Family Feud	45
Fatal Fury	18
Fatal Fury 2	28
Fatal Fury Special	40
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Final Fantasy 3	65
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Final Fight 2	30
First Samurai	19
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George Frmn	12
Gradius 3	16
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Griffeys Bsbl	32
Hardball 3	26
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Home Alone	18
Home Alone 2	15
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Jeopardy	30
Jeopardy Dlx	40
Jeopardy Sports	30
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John Madn 93	13
John Madn 94	20
John Madn 95	42
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Jurassic Park	30

	We Sell Used
Jurassic Park 2	$40
King/Monsters	18
Kirbys Avalanche	40
Lagoon	17
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Lester	16
Lethal Enfrcr	44
Liberty Or Death	38
Lion King	50
Lost Vikings	28
Lufia	45
Magic Sword	17
Magical Qst-Mickey	28
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Mario Is Missing	20
Mario Kart	32
Mario Paint Game	9
Mario Time Machine	20
Maximum Carnage	40
Mega Man Soccer	40
Mega Man X	35
Mega Man X2	38
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Mickey Mania	32
MLBPA Bsbl	28
Monopoly	42
Mortal Kombat	20
Mortal Kombat 2	40
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NBA Jam	28
NBA Jam-Tourn	50
NBA Live 95	60
NBA Showdown	19
NCAA Bsktbl	13
NFL Football	13
NFL QB Club	48
NHL Hockey 94	30
NHL Hockey 95	58
NHL Stanley Cup	18
NHLPA 93	13
Nolan Ryan Bsbl	10
Out Of This Wrld	17
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Paperboy 2	22
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Pilot Wings	20
Pitfall Harry	60
Pitfighter	11
Populous	10
Power Rangers	50
Prince Persia	22
Ranma 1/2	17
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Rise Of Robots	39
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Romnc 3 Kngds 3	40
Samurai Shodown	30
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Shaq Fu	16
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Sim City	40
Sim Earth	26
Simpsons B Ntmr	20
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Spiderman/X-Men	19
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Star Trek Nxt Gen	35
Star Wars	22
Stargate	60
Street Ftgr 2	13
Street Ftr 2 Turbo	19
Stunt Race FX	32
Sunset Riders	30
Supr Aquatic Gms	25
Supr Basbl Sim	13
Supr Bases Lded	12

	We Sell Used
Supr Batltnk 2	$38
Supr Battletank	15
Supr Black Bass	70
Supr Bomberman 2	40
Supr Bowling	44
Supr Caesar's	58
Supr Double Dragon	18
Supr Emp Str Back	32
Supr Ghouls	12
Supr M Allstr & Wrld	32
Supr Mario Wrld	7
Supr Metroid	36
Supr Mr All Stars	30
Supr Off Road	20
Supr Off Road Baja	30
Supr Pinball	40
Supr Play Act Fb	8
Supr Punch Out	48
Supr R Type	11
Supr Return Jedi	45
Supr Scope (6in1)	4
Supr Smash TV	15
Supr Solitaire	48
Supr Strt Ftr 2	40
Supr Turrican	19
Tazmania	26
Tecmo Super Bowl	22
Tecmo Super Bowl 2	40
Tecmo Super NBA	16
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Tetris/Dr Mario	40
Tiny Toons Buster	22
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TMNT Trnmnt Ftrs	28
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Top Gear	30
Top Gear 2	40
Top Gear 3000	40
Total Carnage	18
True Lies	58
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UN Squadron	18
Uncharted Wtrs	40
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Vegas Stakes	40
Waialae C Club	22
WCW Sprbrwl Wrstl	38
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Wheel Fortune Dlx	40
Wing Commander	13
Wing Commander 2	30
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Wizardry 5	25
Wolverine	32
Wordtris	25
Wrestlemania	14
WWF Raw	55
WWF Royal Rumble	30
X-Men	55
Y's 3	12
Yoshis Cookie	30
Yoshis Safari	15
Young Merlin	30
Zelda 3	20
Zombies Ate Nghbr	22

ACCESSORIES

Super NES Deck	**$80**
Carry Case	22
Champ Joystick	44
Comp Pro	19
Dual Turbos (2)	35
Extension Cord	3
Game Genie	40
Justifier (Controller)	22
Mouse	28
Misc Joypad	11
Misc Joystick	18
Multi-Tap (5-Plyr)	20
Supr Advant Joystk	35
Supr Gameboy	42
Supr Scope	25

NINTENDO GAMES

	We Sell Used
720	$4
1942	5
1943	8
10 Yard Fight	3
8 Eyes	3
Abadox	3
Adv Byu Billy	3
Adv Island	8
Adv Island 2	18
Adv Of Lolo	10
After Burner	6
Air Fortress	5
Airwolf	4
Al Unser	5
All Pro Bsktbl	6
Amer Gladiators	6
Anticipation	5
Arch Rivals	5
Arkanoid Game	22
Astyanax	3
Back Futr	4
Back Futr 2/3	4
Bad Dudes	3
Bad News Bsbl	5
Balloon Fight	6
Barbie	19
Baseball	5
Baseball Smltr	4
Baseball Stars	10
Baseball Stars 2	17
Bases Loaded	4
Bases Loaded 2	5
Bases Loaded 3	6
Basewars	6
Batman	6
Batman Returns	17
Battle Chess	15
Battle Olympus	5
Battletoads	10
Bible Advntrs	14
Big Bird Hd/Spk	15
Big Foot	6
Bionic Commando	5
Black Bass	30
Blades Steel	5
Blaster Master	4
Blue Marlin	28
Bo Jackson	7
Bomberman	10
Boy & His Blob	4
Bubble Bobble	10
Bucky O Hare	15
Bugs Bny Bday	14
Bugs Bny Cstl	14
Bump & Jump	5
Burgertime	9
Caesars Palace	32
Calif Games	5
Capt Skyhawk	4
Carmen Sndgo Time	8
Casino Kid	14
Casino Kid 2	32
Castlequest	5
Castlevania	5
Castlevania 2	3
Castlevania 3	5
Cave Man Games	4
Champ Bowling	14
Chessmaster	28
Classic Cncnt	19
Cobra Command	5
Cobra Triangle	4
Code Nm Viper	4
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Contra Force	20
Crystalis	9
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Days Of Thndr	7
Deadly Towers	4
Defender 2	10
Defender Crown	4
Deja Vu	7
Demon Sword	4
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	We Sell Used
Dick Tracy	$4
Dig Dug II	11
Disney Adv	9
Dizzy	8
Donkey Kong	18
Donkey Kong 3	13
Donkey Kong Cls	20
Donkey Kong Jr	18
Double Dragon	5
Double Dragon 2	5
Double Dragon 3	8
Double Dribble	3
Dr Mario	13
Dragon Power	4
Dragon Spirit	4
Dragon Warr	4
Dragon Warr 2	20
Dragon Warr 3	26
Dragon Warr 4	36
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Golf Pebble Bch	7
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Goonies 2	4
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Guerilla War	4
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Home Alone 2	10
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Hunt Red Oct	7
Hydlide	4
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Ice Hockey	3
Ikari Warriors	4
Ikari Warriors 2	4
Immortal	9
Indy Jns Doom	4
Indy Jns Lst Cr	12
Iron Sword	3
Iron Tank	4
Jack Nkls Golf	7
Jackal	4
Jaws	4
Jeopardy	11
Jeopardy 25th	15
Jeopardy Jr	12
John E Qback	3
Jordan vs Bird	3
Joust	7

	We Sell Used
Jurassic Park	$22
Karate Champ	3
Karate Kid	4
Karnov	4
Kickle Cubicle	15
Kid Icarus	5
Kid Niki	4
Kings Knight	3
Kings Of Beach	3
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Kung Fu	3
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Legend Of Kage	3
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Litl Lg Bsbl	4
Litl Mermaid	10
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Paperboy 2	17
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Punch Out	5
Punisher	8
Q Bert	12
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Quattro Sports	10

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Rad Racer	$4
Rad Racer 2	10
Rambo	3
Rampage	5
Rampart	11
RBI Basbl	3
RBI Basbl 2	4
RBI Basbl 3	7
Renegade	3
Rescue Emb Mis	3
Rescue Rangers	9
Ring King	4
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Road Blasters	5
Robin Hood	6
Robo Cop	3
Robo Cop 2	8
Robo Warriors	4
Roger Clemens Bsbl	3
Roger Rabbit	4
Rolling Thunder	4
Romnc 3 Kngds	9
Rush N Attack	3
Rygar	3
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Sesame St 123	12
Sesame St ABC	11
Sesame St ABC/123	25
Sesame St Ctdn	25
Shadowgate	5
Shingen Ruler	5
Shooting Range	12
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Snakes Revenge	3
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Solomans Key	4
Solstice	3
Spiderman-Sin 6	11
Spot The Game	5
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Spy vs Spy	3
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Star Tropics	5
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Supr Mario	1
Supr Mario 2	7
Supr Mario 3	7
Supr Mario/Dk Ht	1
Supr Mario/Dk/Trk	1
Supr Off Road	8
Supr Pitfall	5
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Supr Spk WC Socr	5
Supr Sprint	4
Supr Tm Games	4
Swords & Serps	4
Tag Tm Wrest	3
Talespin	9
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Tecmo Bowl	6
Tecmo Bowl 2	10
Tecmo NBA Bsktbl	20

	We Sell Used
Tecmo Wrld Wrst	$3
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Terminator 2	7
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Tetris 2	30
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World Cl Trk	3
World Cup Soccer	8
World Runner	3
Wrath Blk Mnta	3
Wrecking Crew	4
Wrestlemania	3
WWF Challenge	4
WWF Steel Cage	10
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Xevious	3
Xexyz	3
Yo Noid	5
Yoshi	10
Zelda	4
Zelda 2	5

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Game Holder/Sm	4
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Misc Joystick	3
NES Max Joypad	4
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Supercontroller	2
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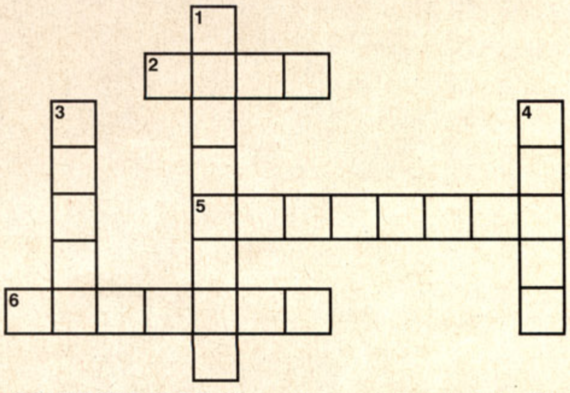


ACROSS
2. Tough Enemy
5. Princess
6. Island Hero

DOWN
1. Sonic's Nemesis
3. Mario and ______
4. Link rescues ____

CONTEST RULES: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name, address and phone number to: **June Mail Order Contest**, Funco, Inc., 10120 W. 76th Street, Mpls., MN 55344
All Correct Entries Will Be Entered in a Drawing
Entries must be postmarked no later than June 30, 1995

GP

GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Genesis (Game Genie)

NBA Jam Tournament Edition

(Note: These codes can't be used with saved records or scores, and you won't be able to save records or scores.)

REDT-A602	Master code: Must be entered first
AXHW-YA5J + 9DHW-YA50	All secret power-ups on for everyone
PFXW-PEYJ	Player 1 gets Quick Hands
PFXW-PEY2	Player 1 gets Max Power
PFXW-PEZ2	Player 1 is always On Fire
PFXW-PE0J	Player 1 gets infinite turbo

Super NES (Pro Action Replay)

Blackthorne

7E0F-C509	Infinite energy (switch off the Pro Action Replay before taking the energy potion from people at the end of each sector)
7E18-7608	Infinite remote wasps
7E18-7805	Infinite hover bombs
7E18-8A0A	Infinite fire bombs
7E18-7C06	Infinite levitators
7E18-7E07	Infinite bridge keys
7E18-8002	Infinite iron keys
7E18-8004	Infinite healing potions

The Death and Return of Superman

7E04-1204	Infinite lives
7E04-0E03	Infinite special attacks
7E04-D204	Infinite energy
7E04-0E06	Infinite bombs

WWF Royal Rumble

7E09-4401	Super punch for Players 1 and 2 (two punches to defeat opponent)
7E04AB01	Infinite shields for Player 2

Code of Honor

Have you discovered a hot Game Genie or Pro Action Replay code? If so, send it to Game Enhancers. If we publish your code, we'll print your name and you'll get a cool *GamePro* T-shirt! So get cranking on those codes and send them to:

GamePro Magazine
Secret Weapons (Game Enhancers)
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail your codes to:
swat.gamepro@iftw.com

Super NES (Game Genie)

Demon's Crest

EE3A-1DAF	More flash time
C92A-44A7	Invincible after one hit
6927-CDA7	Lose a life after one hit

NBA Jam Tournament Edition

D1E9-DC98	Hot spots and power-ups are automatically on in Tournament mode (don't select the Special Features menu)
DDE5-C74C + 6DEB-CD4C	All secret power-ups on for all human players (not in Tournament mode)
EEEA-1FDC + EEEA-1F0C	All secret power-ups on for Player 1 only (not in Tournament mode)

Genesis (Pro Action Replay)

The Lion King

FFCCF-30010	Unlimited roars
FFCCF-B0001	Always have older Simba

Mickey Mania

FF046-70004	Unlimited lives
FF046-F0004	Unlimited energy
FF047-10063	Unlimited marbles
FF068-50001	Mickey floats
FF068-50006	Mickey has mega jump
FF046-500XX	Level select (replace XX with 00-16)

Sonic & Knuckles

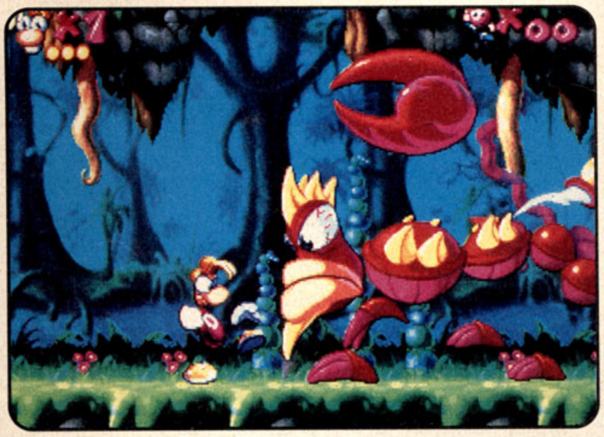
FFF76-20001	Instant top speed
FFB02-800FF	Breathe underwater without dying
FFB02-B0001	Invincibility
FFFFB-10007 + FFFE2-10063	Become Super Sonic or Knuckles

Game Gear (Game Genie)

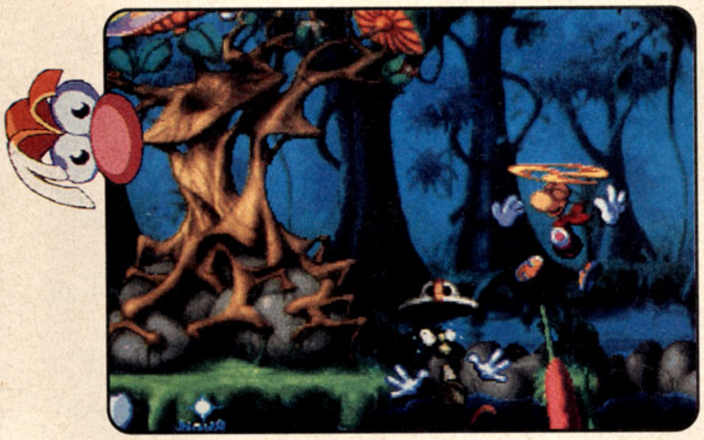
NBA Jam Tournament Edition

7E3-859-3B7	Infinite turbo on offense
7E3-A59-3B7	Turbo doesn't recharge
00D-2EA-19E	No shot clock
00A-CE6-E62	CPU's two-point shots are worth zero
217-02D-6E2	Master code: Must be entered first for hidden characters
017-03D-B3E	Bill Clinton is character number one/three
0D7-03D-B3E	Hugo is character number one/three
017-04D-D5D	Bill Clinton is character number two/four
027-04D-D5D	Hillary Clinton is character number two/four
0C7-04D-D5D	MCA is character number two/four
0E7-04D-D5D	Crunch is character number two/four

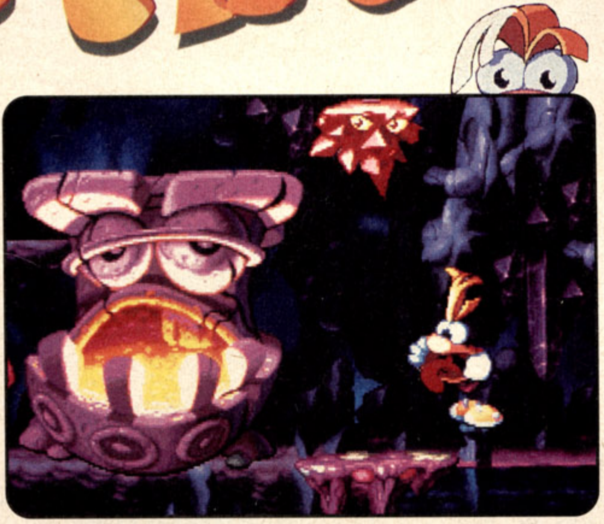
RAYMAN™



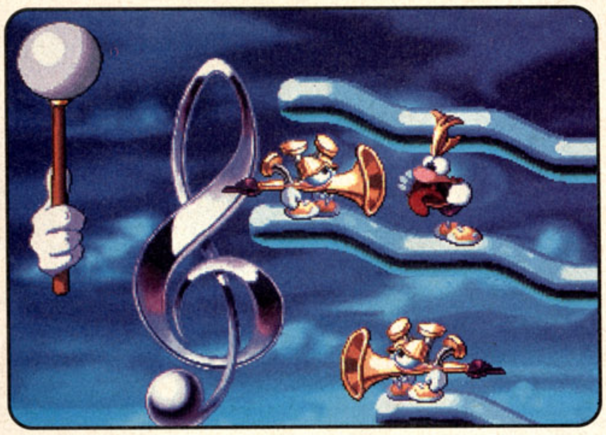
60 FRAMES OF ANIMATION PER SECOND



65,000 COLORS



50 DIFFERENT CHARACTERS (FRIENDS AND FOES!)



60 LEVELS IN 6 UNIQUE WORLDS

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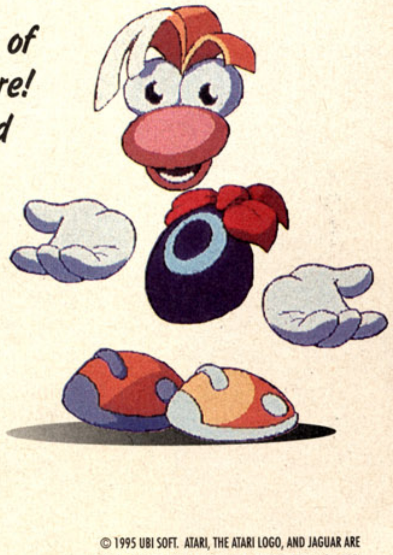

Ubi Soft
ENTERTAINMENT

JAGUAR™
64-BIT

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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

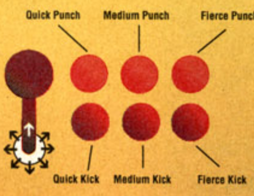
ARCADE

By Bruised Lee

(Special thanks to Phil Reed, Eric Luther, and the staff at Capcom)

Note: Move commands are subject to change. This guide is based on a test version of the game.

Controller Legend



↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away
FK = Fierce Kick
FP = Fierce Punch
K = Press any Kick button
MK = Medium Kick
MP = Medium Punch
P = Press any Punch button
QK = Quick Kick
QP = Quick Punch

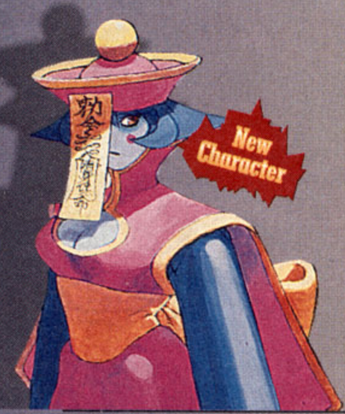
Motion = Move the joystick in one continuous, smooth motion.
Tap = Tap the directions indicated in sequence.
Charge = Hold the direction indicated for the number of seconds indicated.
( ) = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Hsien-Ko

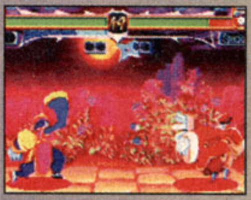
Born: 1730, China

Hsien-Ko and her sister were born during turbulent times. When they were young, their mother sacrificed herself to save her village from the Darkstalkers.



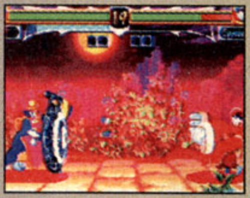
Skill Moves

Matter Throw



Motion ↓ ↘ → P

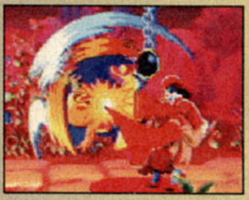
Shield Guard



Motion ↓ ↙ ← P

Note: Counters projectiles and can be done in the air.

Swing Attack



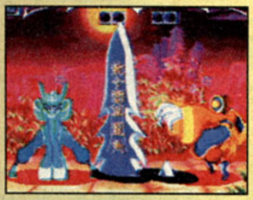
Motion → ↓ ↘ P

Note: Can be done in the air.

Special Move

Note: Special bar must be charged to Level One or higher.

Ground Blades



Motion ← ↙ ↓ ↘ → (QK MK FK)

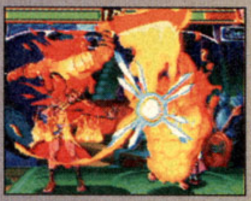
Donovan

Born: Date and country unknown

An enigmatic man, Donovan travels the world battling the forces of darkness. Some speculate that his family was destroyed by the Darkstalkers.

Skill Moves

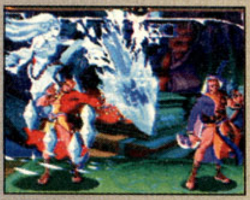
Fire Fury



Motion → ↓ ↘ P

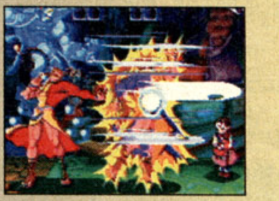
Note: Counters projectiles.

Ice Attack



Motion ↓ ↘ → P

Electric Shock



Motion ← ↓ ↙ P

Sword Dive

In the air, hold ↓, Tap K

Sword Attack

Simultaneously press the same type of punch and kick button to put the sword down; for example, (MP MK). Then repeat those button presses to make the sword attack.

New Character

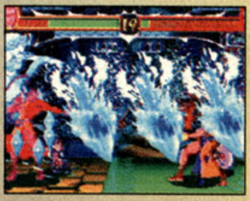
Special Moves

Note: Special bar must be charged to Level One or higher.

Super Electric Shock

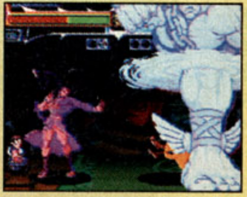
Motion ← ↓ ↙ (QP MP FP)

Multiple Ice Attack



Motion ↓ ↘ → (QP MP FP)

Foot Stomp



Motion ← ↙ ↓ ↘ → (QK MK FK)

Huitzil

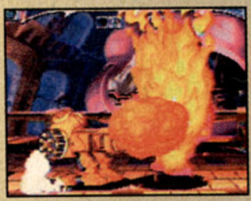
Boss

Born: Date unknown, Mexico

Huitzil, the supreme guardian of the Mayan culture, emerged from the Mexican ruins when Pyron assaulted the ancient civilization. Huitzil's body is completely clad in an unidentified metal.

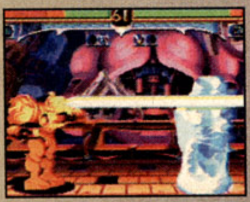
Skill Moves

Flame Strike



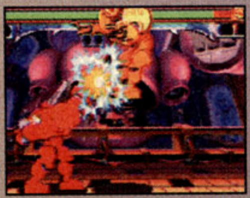
Motion ↓ ↘ → K

Freeze Beam



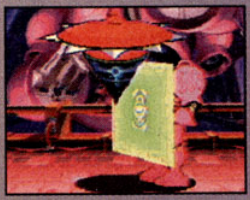
Motion ↓ ↘ → P

Body Shaker



While in close, Motion ← ↓ ↙ P

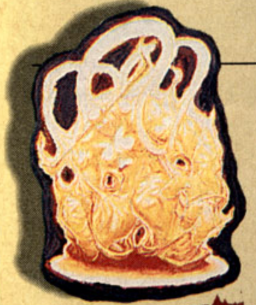
Top Spin

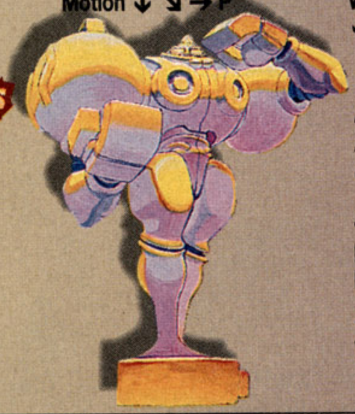


In the air, hold ↓, Tap FP

Follow-Up Moves

After you knock down a player, hold ↑ and Tap P or K to land on top of your opponent for an extra hit.





Special Moves

Note: Special bar must be charged to Level One or higher.

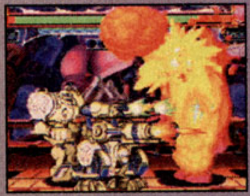
Super Freeze Beam

Motion ↓ ↘ → (QP MP FP)

Super Body Shaker

While in close, Motion ← ↓ ↙ (QP MP FP)

Firing Squad



Motion → ↘ ↓ ↙ ← (QK MK FK)

Pyron

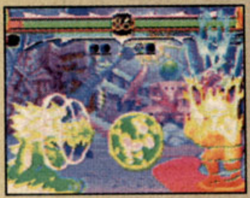
Boss

Born: Date and country unknown

Pyron, the "ultimate being," has no regular shape or substance. He has been collecting what he calls "beautiful planets" since before humankind populated the Earth. His latest infatuation is Earth.

Skill Moves

Fireball

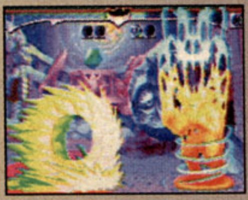


Motion ↓ ↘ → P

Air Fireball

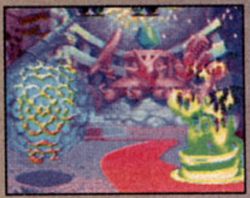
While in the air, Motion ↑ ↗ → P

Wheel Spin



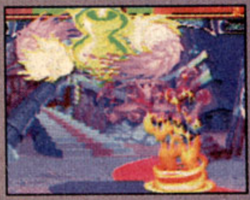
Motion → ↓ ↘ P

Teleport



Motion ← ↓ ↙ K

Air Spin



While in the air, Motion ← ↓ ↙ K

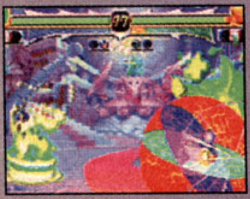
Special Moves

Note: Special bar must be charged to Level One or higher.

Super Fireball

Motion ↓ ↘ → (QP MP FP)

Atom Blast

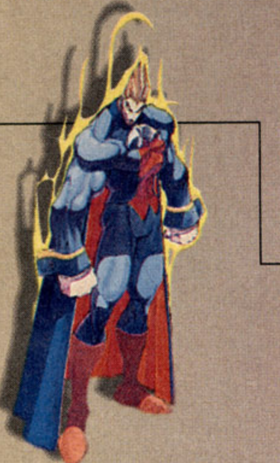


Motion ← ↙ ↓ ↘ → (QP MP FP)

Demitri

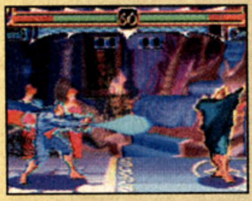
Born: 1493, Romania

Demitri has called the Darkstalker warriors together to prove that he is still the Lord of the Night. After 500 years, his fighting skills remain razor sharp.



Skill Moves

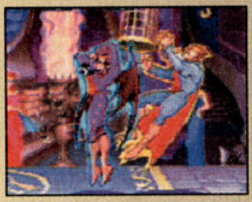
Fireball



Motion ↓ ↘ → P

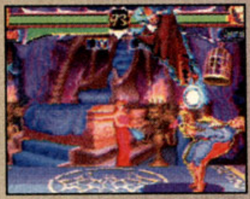
Note: Can be done in the air.

Uppercut



Motion → ↓ ↘ P

Teleport Drill



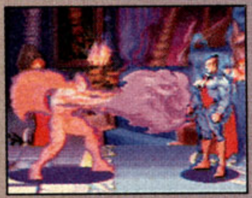
Motion ↓ ↙ ← K

Note: Can be done in the air

Special Moves

Note: Special bar must be charged to Level One or higher.

Super Fireball



Motion ↓ ↘ → (QP MP FP)

Super Uppercut

Motion → ↓ ↘ (QP MP FP)

Super Teleport Drill

Motion ↓ ↙ ← (QK MK FK)

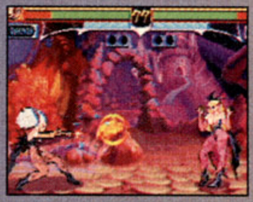
Morrigan

Born: Date unknown, Scotland

Morrigan, who took her name from an ancient queen of Scotland, is known as a temptress and a mistress of the night. Her power is matched only by her dark, mysterious beauty.

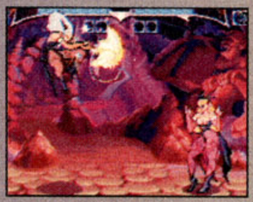
Skill Moves

Fireball



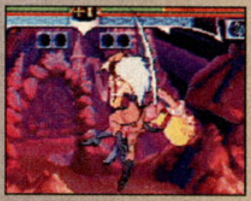
Motion ↓ ↘ → P

Air Fireball



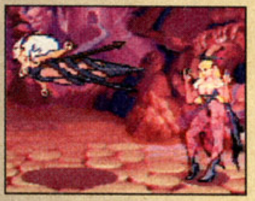
In the air, Motion ↑ ↗ → P

Uppercut



Motion → ↓ ↘ P

Drill Charge



In the air, hold ↓, K

Special Moves

Note: Special bar must be charged to Level One or higher.

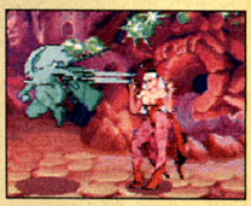
Super Fireball

Motion ↓ ↘ → (QP MP FP)

Super Uppercut

Motion → ↓ ↘ (QP MP FP)

Flying Attack



Motion → ↘ ↓ ↙ ← K

Note: Continue pressing K to score more hits.

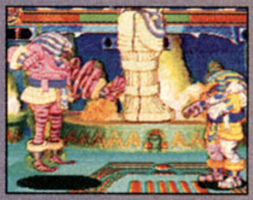
Anakaris

Born: 2664 B.C., Egypt

Anakaris was once the Pharaoh's greatest warrior. Nearly 5000 years later, he intends to prove that he is still the greatest warrior in existence. And yes, Anakaris has a face that only his mummy could love.

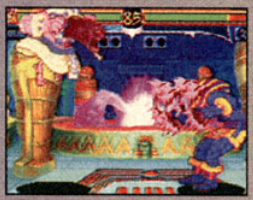
Skill Moves

Coffin Drop



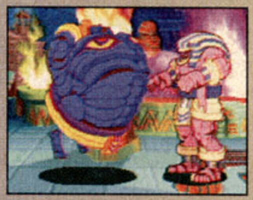
Press the same type of punch and kick button. For instance, (MP MK).

Spell Attack



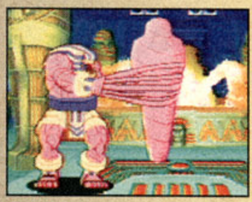
In the air, Motion ← ↙ ↓ ↘ → P

Face Absorb



Motion ↓ ↙ ← K

Mummy Grab



Motion ↓ ↘ → P

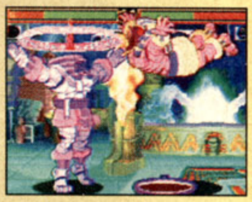
Special Moves

Note: Special bar must be charged to Level One or higher.

Super Mummy Grab

Motion ↓ ↘ → (QP MP FP)

Air Smash



Motion ← ↙ ↓ ↘ → (QK MK FK)

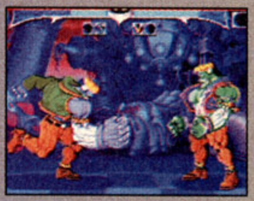
Victor

Created: 1830, Germany

With his creator, the mad Dr. von Gerdenheim, long gone, Victor struggles to find his place in the world – as well as a good plastic surgeon.

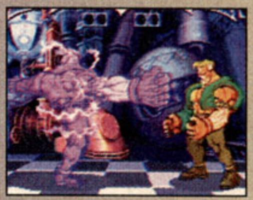
Skill Moves

Clothesline



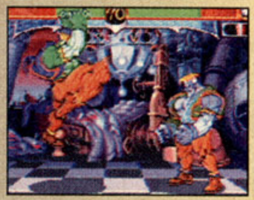
Charge ← two seconds, Tap →, P

Electric Spin



Motion ↓ ↙ ← P

Knee Charge



Motion ↓ ↙ ← K

Special Moves

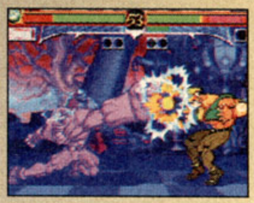
Note: Special bar must be charged to Level One or higher.

Spirit Electric Charge

Motion ↓ ↘ → (QK MK FK)

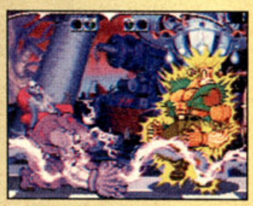
Note: To throw an electric bolt, press P.

Electric Charge

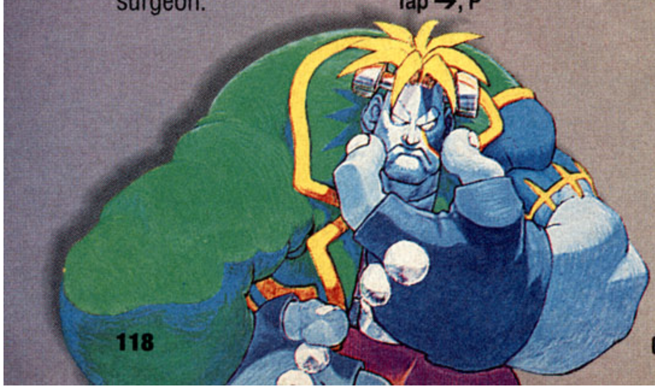


Charge ← two seconds, Tap →, (QP MP FP)

Jump Shocker



Charge ↓ two seconds, ↑, (QP MP FP)



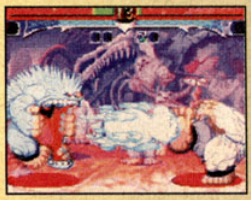
Sasquatch

Born: 1903, Canada

Captured and put on display as a circus freak, Sasquatch fights for the day when he can be free.

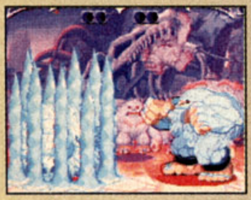
Skill Moves

Ice Ball



Motion ↓ ↘ → P

Ice Castle

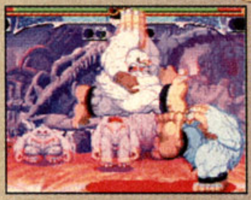


Tap ↓, ↓, P

Leg Spin

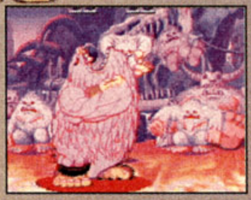
Motion → ↓ ↘ K

Ceiling Attack



Motion ↓ ↙ ← K

Lunch Time



While in close, Motion ↓ ↙ ← FP or MP

Special Moves

Note: Special bar must be charged to Level One or higher.

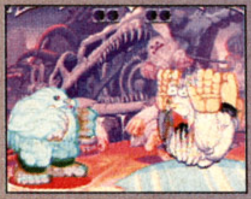
Super Ice Castle

Tap ↓, ↓, (QP MP FP)

Ice Blast

Motion ↓ ↘ → (QP MP FP)

Ground Ice



Motion ↓ ↘ → (QK MK FK)

Bishamon

Born: 1673, Japan

Bishamon was charged with protecting his land and people. He has never rested from this duty and still defends his honor.

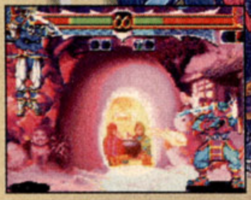
Skill Moves

Sword Attack

Motion ↓ ↘ → P

Note: Continue pressing P to charge your enemy after throwing the sword.

Spirit Grab

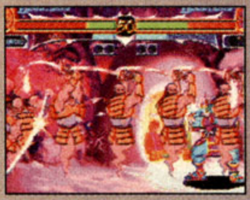


In the air, Motion ↑ ↗ → P

Special Moves

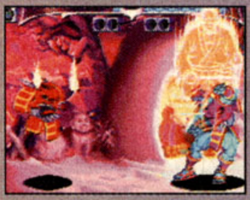
Note: Special bar must be charged to Level One or higher.

Clone Attack



Motion ↓ ↘ → (QK MK FK)

Spirit Attack

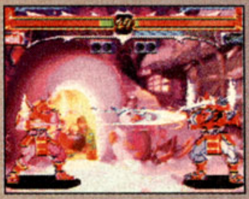


Motion ↓ ↘ → (QP MP FP)

Super Spirit Grab

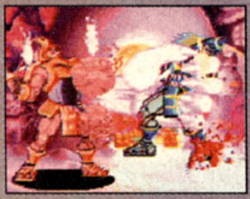
In the air, Motion ↑ ↗ → (QP MP FP)

Sword Swipe



Charge ← two seconds, Tap →, (QP MP FP)

Spirit Hold



Motion → ↓ ↘ (QP MP FP)

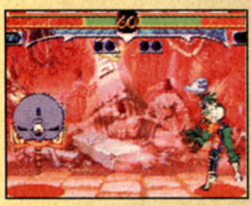
L. Raptor

Born: 1889, Australia

Lord Raptor, an Australian rocker, jams on his guitar every chance he gets and believes he should bear the title Lord of the Night.

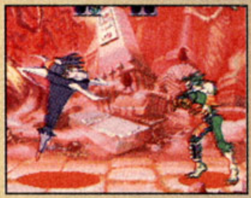
Skill Moves

Teleport



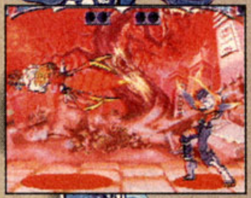
Motion ↓ ↘ → K

Spin Attack



Motion ↓ ↙ ← K

Bug Off

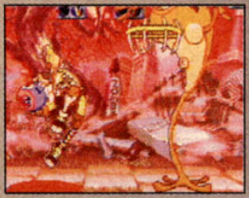


In the air, hold ↓, Tap K

Special Moves

Note: Special bar must be charged to Level One or higher.

Mutant Munch

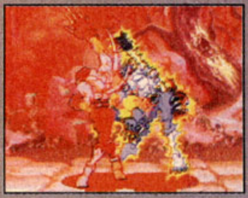


Motion → ↓ ↘ (QP MP FP)

Super Spin Attack

Motion ↓ ↙ ← (QK MK FK)

Electric Hold



Motion ← ↓ ↙ (QP MP FP) in close

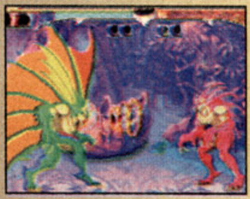
Rikuo

Born: 1953, Brazil

Believed to be the last of his aquatic race, Rikuo searches the world for others of his kind. Rikuo occasionally takes time off from his search to appear in low-budget horror movies.

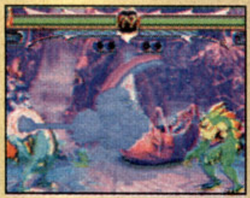
Skill Moves

Sonic Rays



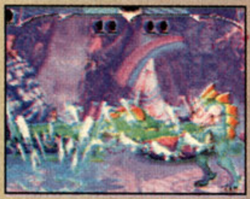
Motion ↓ ↘ → P

Gas Attack



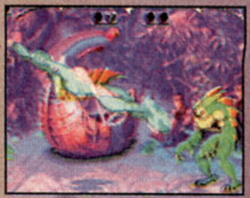
Motion ↓ ↘ → K

Drill Attack



Tap ←, →, P

Air Drill



In the air, Tap FK

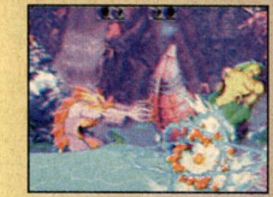
Special Moves

Note: Special bar must be charged to Level One or higher.

Super Sonic Rays
Motion ↓ ↘ → (QP MP FP)

Super Gas Attack
Motion ↓ ↘ → (QK MK FK)

Tidal Wave



Motion ← ↙ ↓ ↘ → (QP MP FP)

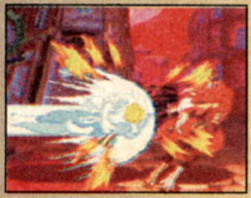
J. Talbain

Born: 1940, England

Jonathan inherited the family curse of lycanthropy early in his life. At first he sought escape, but now he accepts his fate.

Skill Moves

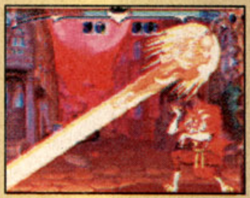
Charge Attack



Motion ↓ ↘ → P

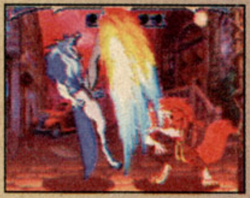
Note: In the middle of the charge, press P again to begin another charge attack. Move the controller to change the direction of the attack.

Upward Charge



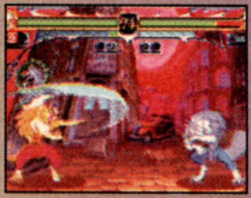
Motion → ↓ ↘ P

Inferno Kick



Tap ↓, ↑, K

Claw Swipe



Motion ← ↓ ↙ P

Special Moves

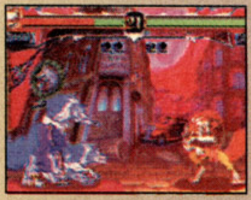
Note: Special bar must be charged to Level One or higher.

Super Charge Attack
Motion ↓ ↘ → (QP MP FP)

Super Inferno Kick
Tap ↓, ↑, (QK MK FK)

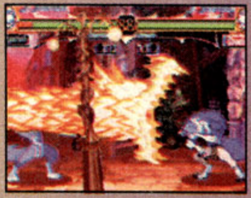
Super Claw Swipe
Motion ← ↓ ↙ (QP MP FP)

Wolf Pack



Motion ← ↙ ↓ ↘ → (QK MK FK)

Flaming Dragon Strike



Motion → ↘ ↓ ↙ ← (QP MP FP)

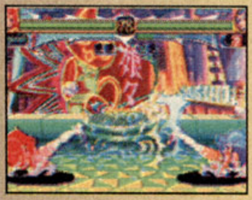
Felicia

Born: 1967, United States

Felicia is an exotic battle dancer. The youngest of the Darkstalkers, she intends to prove her strength.

Skill Moves

Cat Scratch

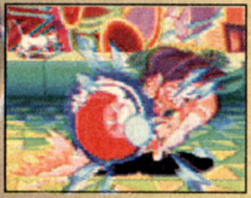


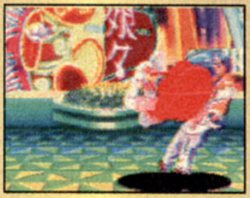
Motion ↓ ↘ → K

Bouncing Roll
Motion ↓ ↙ ← P

Flying Kick
Motion ← ↓ ↙ K

Roll Attack





Motion ↓ ↘ → P

Note: When you hit your opponent, Tap P again to uppercut.

Special Moves

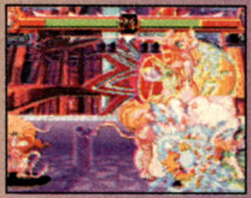
Note: Special bar must be charged to Level One or higher.

Super Roll Attack
Motion ↓ ↘ → (QP MP FP)

Super Bouncing Roll
Motion ↓ ↙ ← (QP MP FP)

Super Flying Kick
Motion ← ↓ ↙ (QK MK FK)

Feline Fury



Motion ↓ ↘ → (QK MK FK)

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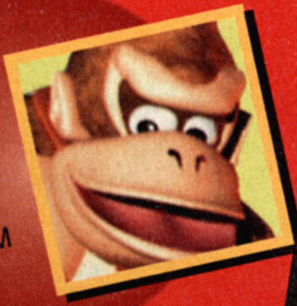

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No purchase is required. The contest is open to legal residents of the United States and its territories, Argentina, Australia, Brazil, Canada, Chile, Mexico, New Zealand, the United Kingdom, and Venezuela. Games may vary by country. For a complete set of official rules, see participating Blockbuster Video stores or send a self-addressed, stamped business-size envelope to

Blockbuster World Video Game Championship II
Official Rules Request
P.O. Box 6191
Parsippany, NJ 07054-7191

Who

Anyone can play! Gamers compete in two age categories: 12 and under, and 13 and over.

When

Register for the Blockbuster World Video Game Championship II at your local participating Blockbuster Video store between May 25 and June 25, 1995. The store competitions take place from June 14 to July 9, 1995, on Wednesdays from 4 pm to 8 pm and Saturdays and Sundays from 10 am to 2 pm. The finals will be held in mid-August in San Francisco.

Where

The store championships will take place at your local participating Blockbuster Video.

What

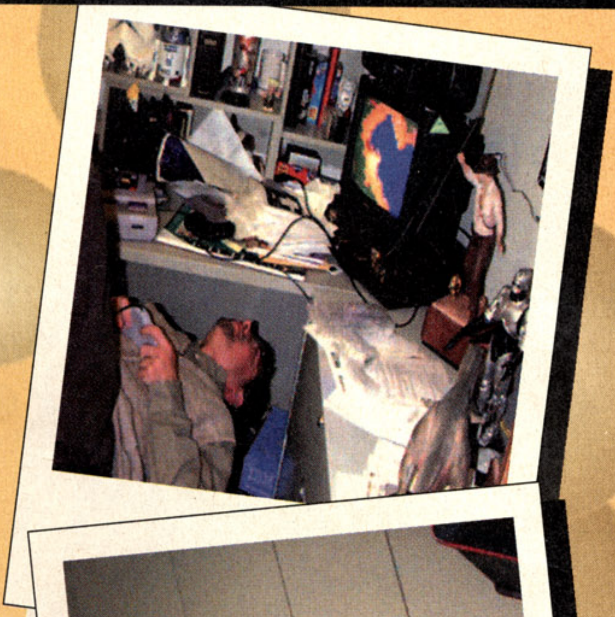
The competition will crown the best Genesis and Super NES video gamers in your neighborhood, the U.S., and the world!

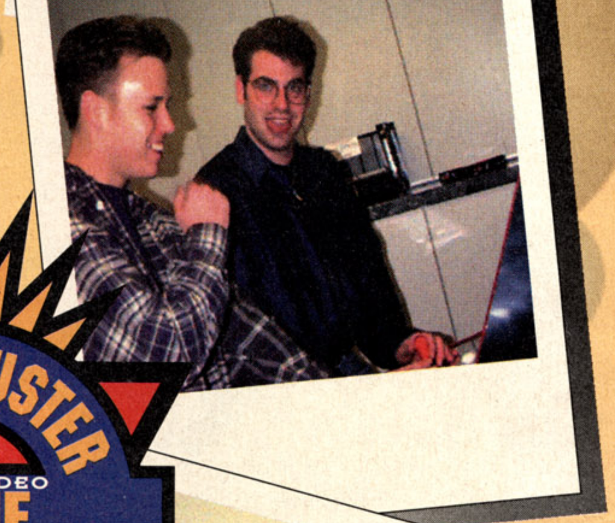
Advertisement

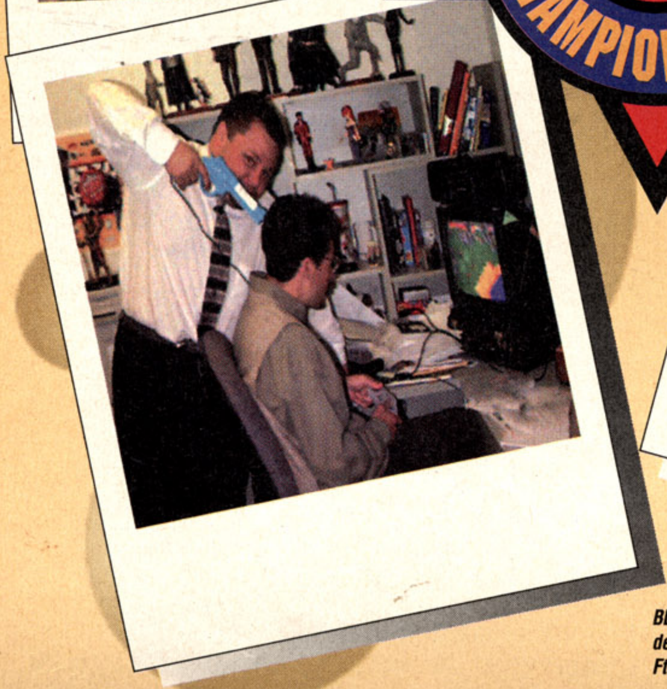
What Do You Win?

Everyone who plays, wins! Just for competing, you'll score cool trading cards to collect or trade with other video gamers. Post the highest score in your age category and chosen game format, and you'll walk away with the title of Store Champion—and a year's worth of free video game rentals (two per month).

If you're truly a game master and you score the highest of any player in the U.S. and Canada in your age category and game format, then you're headed for the finals. Finalists win a trip to San Francisco to compete for the title of World Champion and participate in fun activities like serving as an honorary *GamePro* editor for a day. *GamePro* will publish the World Champions' articles in a future issue, complete with photographs. World Champions also take home a tournament trophy and (by the way) a $5,000 scholarship or savings bond!







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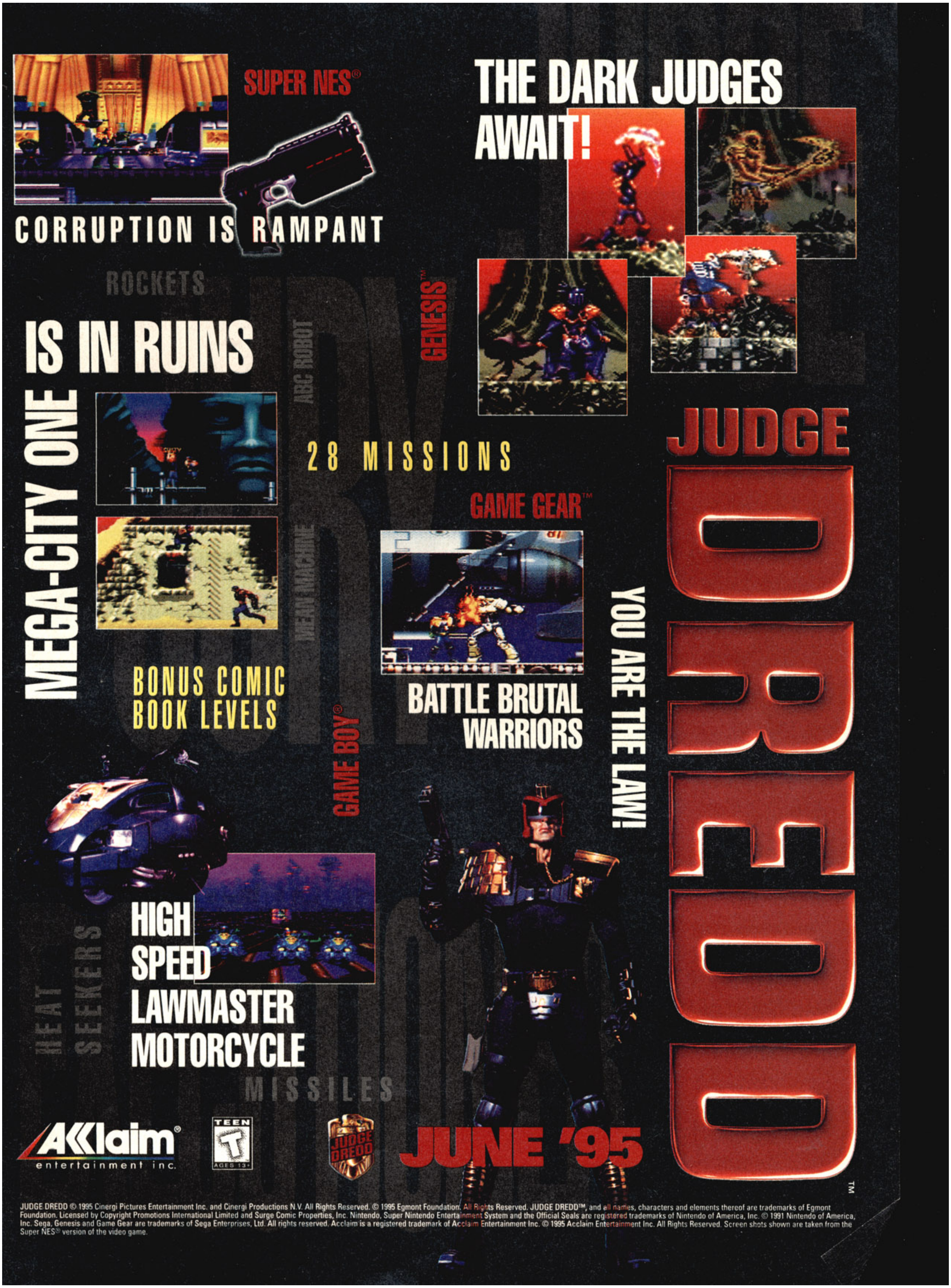
SUPER NES®
CORRUPTION IS RAMPANT
THE DARK JUDGES AWAIT!
ROCKETS
MEGA-CITY ONE
IS IN RUINS
ABC ROBOT
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28 MISSIONS
GAME GEAR™
MEAN MACHINE
BATTLE BRUTAL WARRIORS
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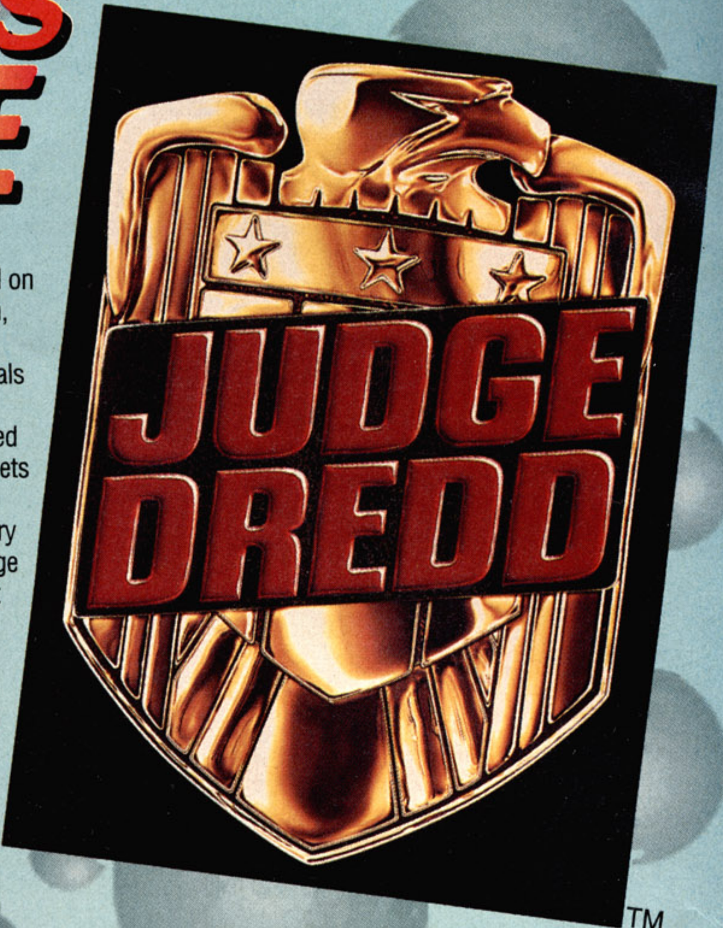
HERE COMES THE JUDGE

Genesis

The Judge is everywhere. In comics. On the silver screen. And on Sega Genesis in one of the hottest action games of the season, Judge Dredd™ from Acclaim Entertainment.

Mega-City One is in ruins. Corruption is rampant. Criminals run wild in the streets. It's time to take the law into your own hands. You are Judge Dredd: judge, jury, and executioner rolled into one. The sound of your Lawmaster cycle cruising the streets strikes terror into the foulest hearts. Armed with explosive weapons such as heat seekers, ricochet rockets, and incendiary missiles, you must clean up Mega-City One by taking out Judge Hunters, Raptor, ABC Robots, and other criminal elements. At the hub of all the trouble is Dredd's evil twin, Rico. Stop him from taking over Mega-City One. You're not above the law. In Judge Dredd, you are the law!

Acclaim has created a special cartridge of Judge Dredd on Genesis for the Blockbuster World Video Game Championship II. This special cart contains one level of the game. Score as many points as possible by arresting perps, defeating enemies, and finding power-ups.



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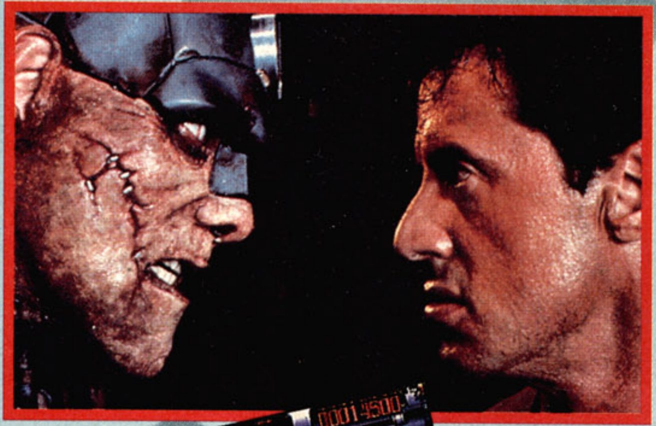
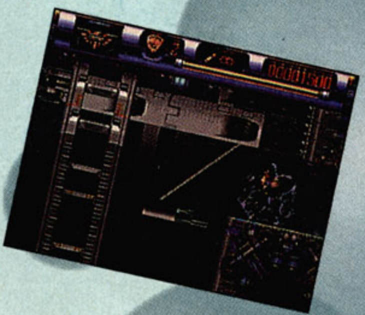
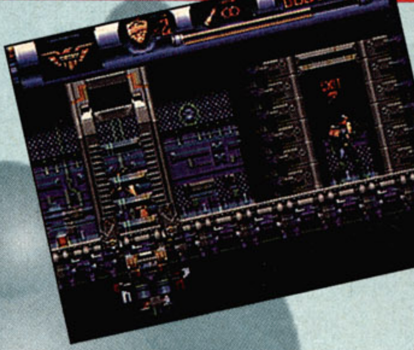
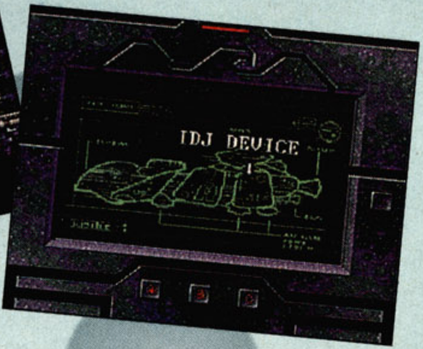
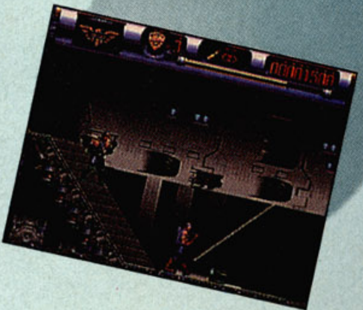


You're not above the law. In Judge Dredd, you are the law!









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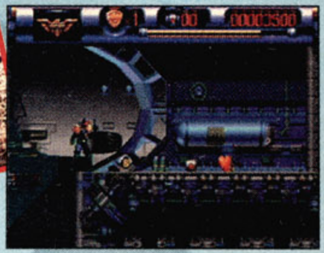
Advertisement

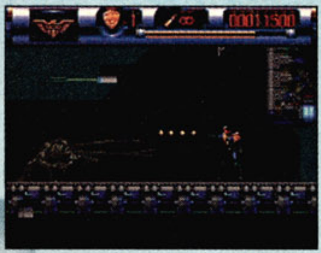
JUDGE
DREDD

Justice One

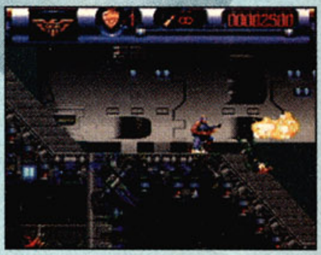
In this level, the Council wants you to check the status of the Jump Device. And it's been confirmed: Judge Death is in Mega City One. He's after your hide. As if that weren't enough, you have to contend with Raptor and a pack of ABC Warbots.



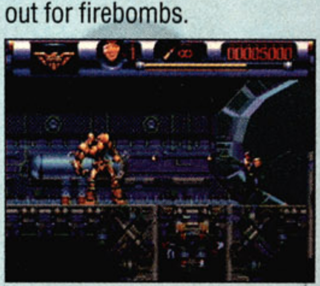
Power-ups abound at the beginning of this level. Load up and use them wisely; the worst is yet to come.



Raptor's antennae repel your attacks. Either blast his back from the ceiling or go for his belly from below.



Flame out! Attack at floor level to avoid getting toasted. Watch out for firebombs.



ABC Warbots take a lot of punishment before going down. Armor-piercing rockets speed their demise.

OK. YOU'VE HAD A YEAR TO GET READY.

BLOCKBUSTER WORLD VIDEO GAME CHAMPIONSHIP II™

It's that time again. Time for players all over the world to square off in do-or-die, no-nonsense video game competition. If you're up to the challenge, get down to BLOCKBUSTER VIDEO® and sign up from May 25 – June 25. You'll win a prize just for participating. It's free. It's open to everyone. And from then on, it's up to you.

The BLOCKBUSTER World Video Game Championship Returns June 14.

BLOCKBUSTER VIDEO®

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#1 Video Game Magazine

MARVEL COMICS

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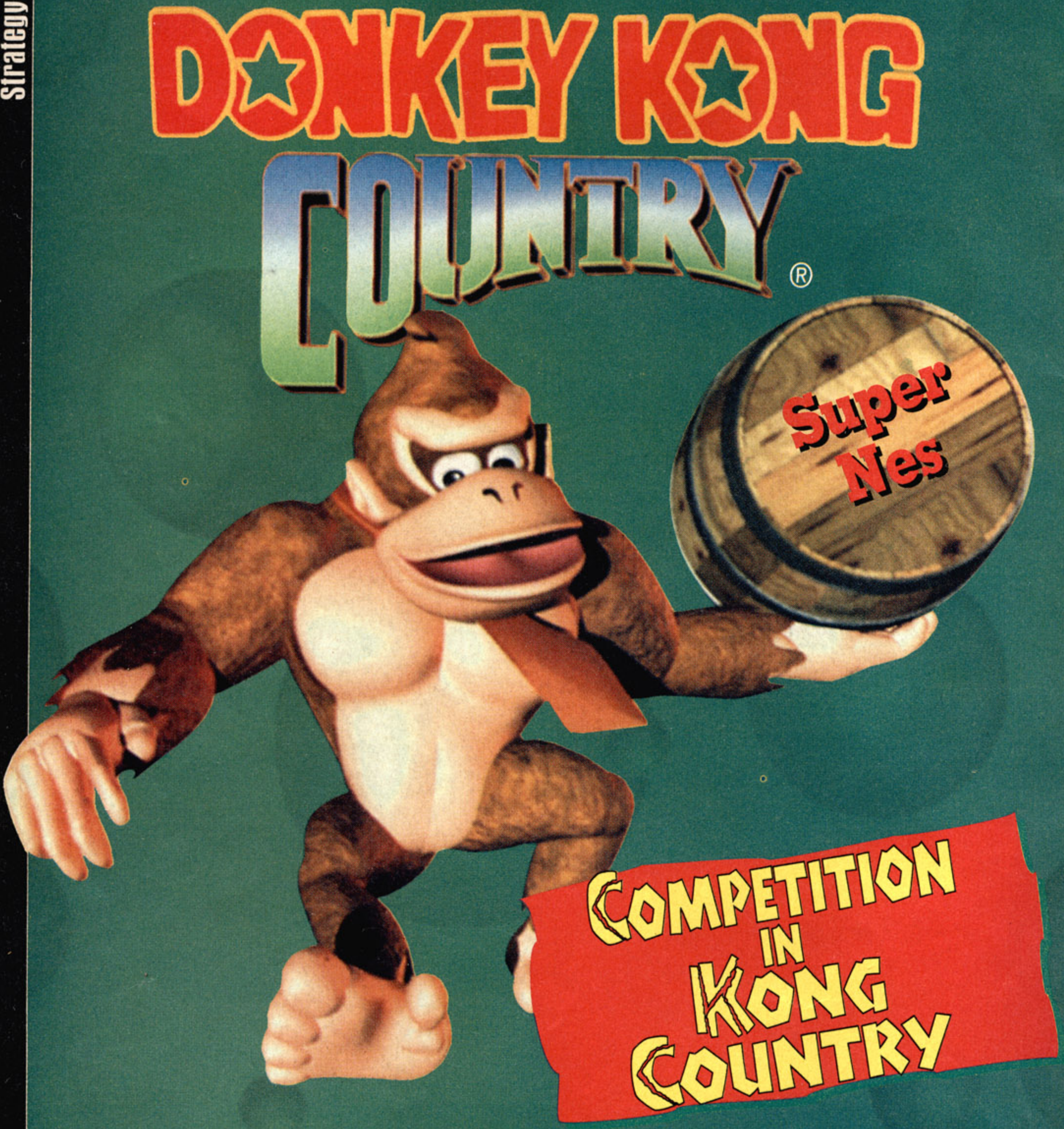

Sure. You and millions of gamers are familiar with Donkey Kong Country from Nintendo for Super NES. But you think you're faster, better, and overflowing with untapped talent. So prove it. This is your chance to show your stuff in competition against other wanna-be world champs. Nintendo has created a special competition cartridge of the first eight levels of Donkey Kong Country.

In general, the goal is to burn through the game as fast as you possibly can. You earn more points for finishing a level than you can get by collecting bananas. The cartridge is also timed so that you can reach the eighth level with only about five to ten seconds left, so to get the best score, you must reach that final level. That's it. Sound easy? Listen carefully. You've never played this game with speed as the object. In the standard cartridge, you could mosey along searching for all the cool hidden areas and bonus items. This time the clock is ticking. The best practice for the competition is figuring out how to blast through the first eight stages, collecting Diddy and Donkey's favorite fruit along the way. The following screens and captions offer solid general strategies to that end. Good luck, Kongers, and happy banana hunting!

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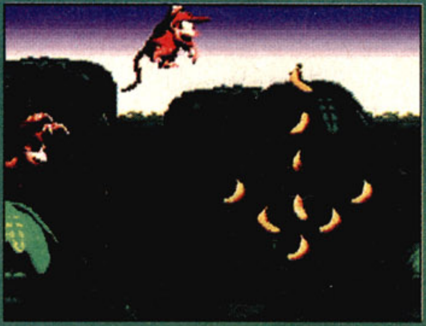
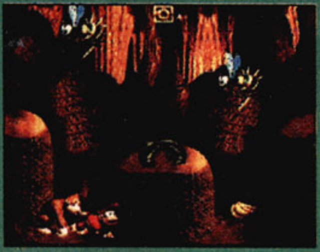
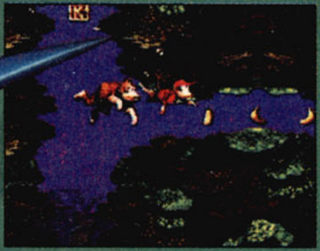


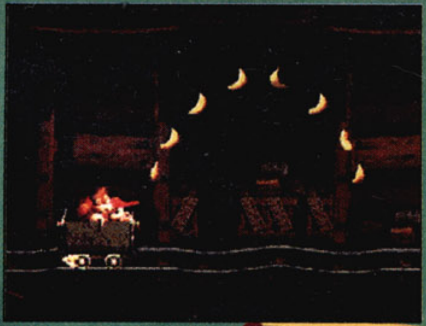
Diddy is faster, but it takes time to switch to him.



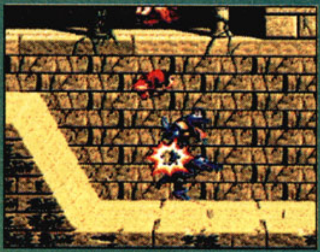
Slowing down to collect a bunch is not always a good move. Blaze through the levels as fast as you can.



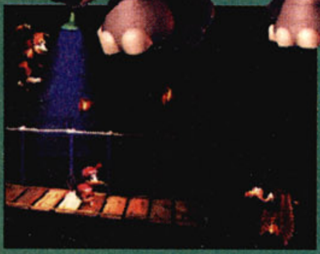
The water levels are slower than others. Don't bother with bonus areas. Do consider collecting Enguarde, though. He books.



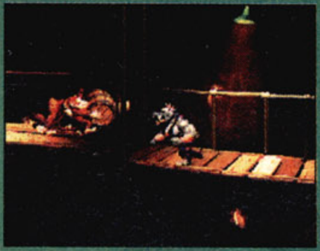
Pick up only those bananas that you can snag safely. Bypass the ones that are liable to cost you a life.



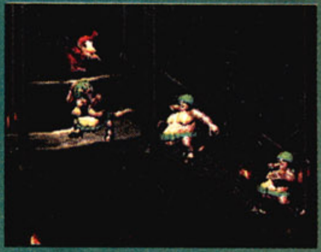
Don't take the time to bop enemies if you can leap over them or roll through them.



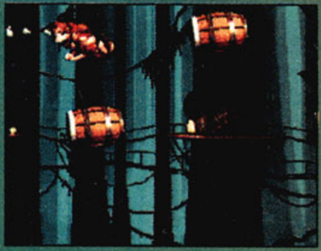
Hold down Button Y for the duration of the competition—it keeps you running. The time that you save outweighs the loss of control.



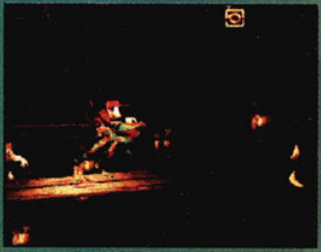
Always carry a barrel while running to fend off enemies.



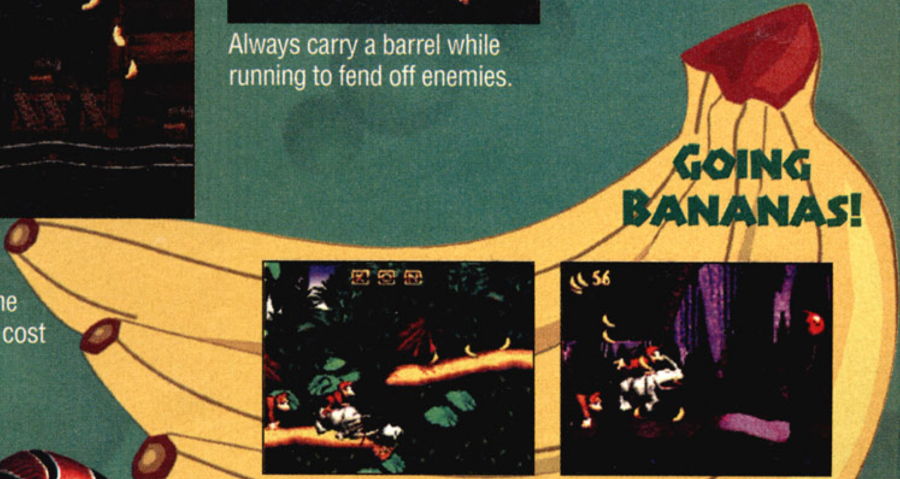
When you're playing as Diddy and you don't have a barrel, jump between multiple enemies rather than taking the time to switch characters.



When you're launching yourself from barrels, fire toward the next barrel on the first pass to save time.



Consider riding some of your friends. Expresso, Rambi, and Enguarde are fast, and each protects you from one hit.


GOING BANANAS!

Banana bonus rounds involve a trade-off: They slow down your level completion but also let you reap scores of bananas in very little time.

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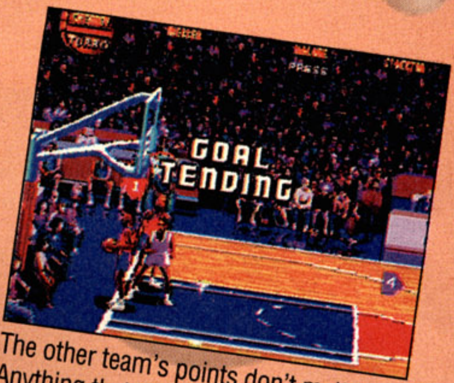
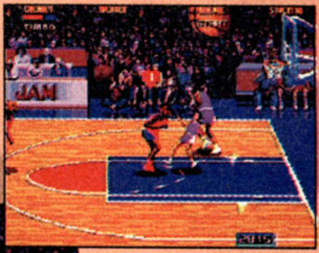
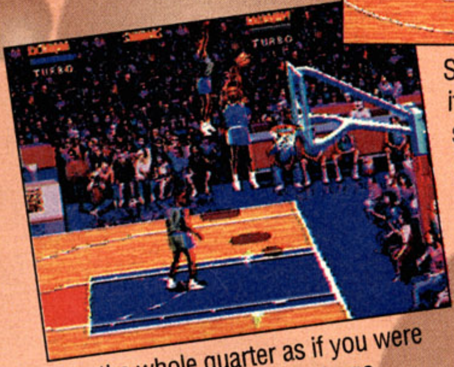


The other team's points don't matter. Anything that slows your progress does. Goaltend like crazy. If you pull it off, you get the ball and a chance at the hole. If you don't, they get their points. No skin off your nose.

Single-Quarter Slamming



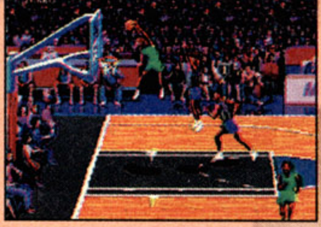
Shove to steal only if you can do it consistently. If you blow it, the other guy falls clutching the ball, and you lose time.



Play the whole quarter as if you were down by 15 with a minute to go. Think speed and points.

We know you're on fire. You are the master of the jam. You can beat most players blindfolded. Now you get the chance to prove it to the world. The title is NBA Jam Tournament Edition from Acclaim for the Sega Genesis. The reason is the Blockbuster World Video Game Championship II.

This contest puts a very different spin on any strategy you've ever devised for this smash-hit game. Forget about secret characters, time-consuming plays, and possible replacements for your injured player at the half. There is no half. You get one quarter. That's it, jam-master. Score as many points as you can in one quarter. Think you can do it in your sleep? Think carefully. What are your methods? You can salvage some tactics from your existing repertoire, but you'll have to employ some totally new strategies, too. Take a look at the following screens and hints for some of the most useful schemes. Beyond that, you're on your own. This is a whole new ball game.



Avoid the big, flashy slams. Those babies waste precious clock ticks.

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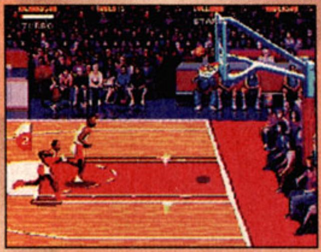
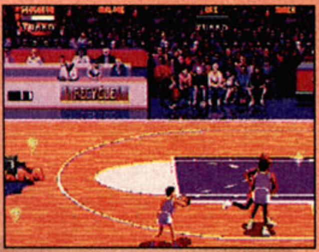
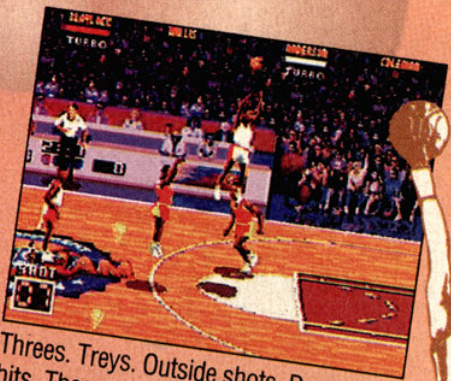


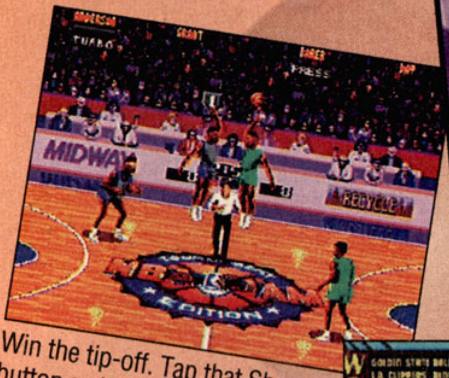
Follow every shot in. If you miss, you get a chance at a rebound and another attempt.



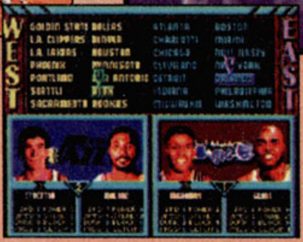
Use the Turbo button for passes. This decreases the risk of a steal.



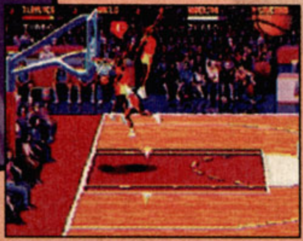
Threes. Treys. Outside shots. Downtown hits. These give you three points per basket. Three is more than two. Points matter. Get it?



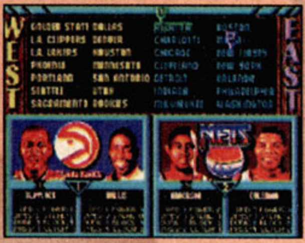
Win the tip-off. Tap that Shoot button as if your game depended on it. It does.



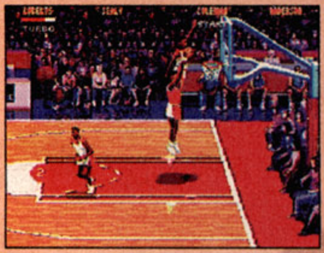
We won't tell you which team and which player, but assess the attributes carefully. The last thing you need is a strong Dunk attribute. The first thing you need is a winning Threes attribute. And the second need is Speed. Speed kills.



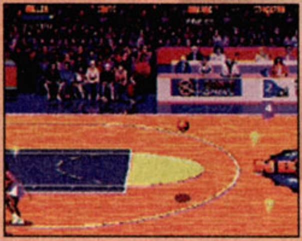
Get extra height on rebounds and shot blocking by using the Turbo and Shoot buttons simultaneously.



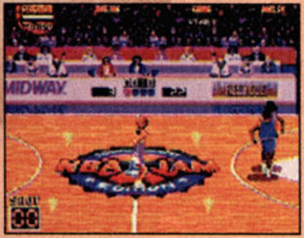
Give your drone (the second player on your team) a high Power attribute.



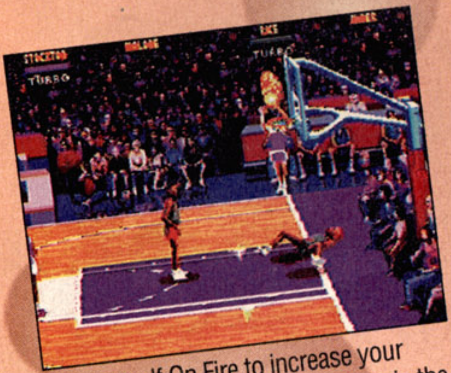
The layup is blocked least. Use it.



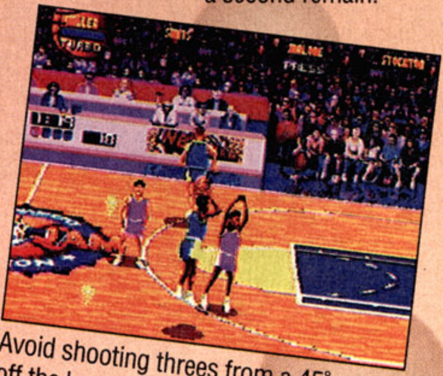
If you must pass, do it only to an onscreen teammate. Offscreen tosses are intercepted far more frequently.



As the end of the quarter approaches, go for a trey. You need to release the ball while at least six-tenths of a second remain.



Set yourself On Fire to increase your accuracy. More shots in less time is the key here.



Avoid shooting threes from a 45° angle off the key.

BLOCKBUSTER VIDEO

1994 World Game Championship Winners

This Could Be You in 1995!

Hundreds of thousands of players around the globe competed at their local Blockbuster Video stores last year on games like NBA Jam, Sonic 3, and Clay Fighter: Tournament Edition in the Blockbuster Video 1994 World Game Championship. Finalists earned a trip to the August championship round in sunny Fort Lauderdale, Florida. Two grand-prize winners emerged: Fred Doughty of Baltimore, Maryland, and Mark Guinane of Manchester, Massachusetts.

Fred Doughty, Genesis winner

Mark Guinane, Super NES winner

1994
WORLD
BLOCKBUSTER VIDEO
GAME
CHAMPIONSHIP

SCORE 100
TIME 0:28
RINGS 3

SCORE 61500
TIME 1:10
RINGS 21

Advertisement

Sega's executive vice-president, Paul Rioux, congratulates the Blockbuster winners upon their visit to Sega.

The winning duo was winged to the West Coast to collect their prize: four dream days in San Francisco that any serious gamer would covet. The first stop was a visit to Sega's Redwood Shores office, where Fred and Mark were greeted by more than 200 cheering employees led by Sega president Tom Kalinske. Sega also doled out hundreds of dollars in video game goodies. Next on the tour were visits to the Sega Technical Institute, to learn how games are developed, and Sega's testing labs, to play games that had not yet been released.

Day two began with a rousing welcome and sumptuous breakfast feast at *GamePro*'s offices. Following the champs' every move was a TV crew from "Extra!" After a tour led by *GamePro*'s own Scary Larry, Fred and Mark put their talents to work on a game review for the magazine. The guys also checked out the *GamePro* arcade and learned how the publication is put together.

Next it was on to Capcom's Sunnyvale office for more gifts and a preview of upcoming games. Game counselors Chris Kramer and Phil Reed demoed the Darkstalkers coin-op, as well as SNES games like Mega Man X2, X-Men, and Demon's Crest.

The journey continued at Electronic Arts, where the "Extra!" crew interviewed Mark and Fred one-on-one. Their EA experience included being digitized for use in the Super Strike Trilogy game for the Sega CD. A full tour followed, along with an introduction to the EA employees, who bombarded the champs with Nerf balls. The EA trip concluded with a head-to-head Urban Strike competition.

At the champions' request, they returned to *GamePro* to finish the day with some additional arcade battling.

Over the weekend, the champs and some of the *GamePro* editors planned to take in a ball game at Candlestick Park, but the baseball strike made that impossible. Instead, Fred, Mark, and their families got to rest, relax, and enjoy the California weather.

GamePro employees mix with the families of the winners—and get a free breakfast too!

Get Down to Blockbuster Video and Play Now!

Does this sound like fun? Can you picture yourself in the winner's circle? You can't get there unless you try. And that means studying the strategy sections, then getting down to your participating Blockbuster Video and meeting the challenge. Good luck!

WELCOME
MARK
1994 WORLD BLOCKBUSTER VIDEO GAME CHAMPIONSHIP
FRED
WINNER

GamePro editors are elated that Fred and Mark will be writing their reviews for a day.

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MARVEL. ALL MARVEL CHARACTERS AND THE DISTINCTIVE LIKENESSES

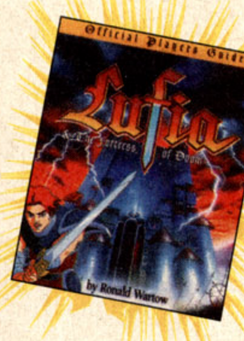
GamePro's Hot Picks!

Lufia and the Fortress of Doom Official Players Guide

By Ronald Wartow

- Packed with navigation tips and survival essentials to get you through Lufia's complex world.
- Discover all the winning combat strategies, detailed MonsterWatch tables, and killer hints.

$9.95 Code: BK-318 SNES

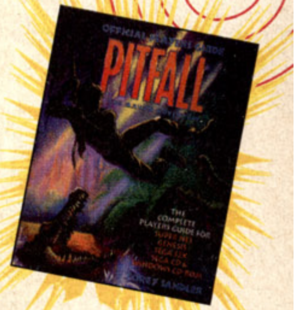


Pitfall: The Mayan Adventure Official Players Guide

By Corey Sandler

- With this guide in your adventurer's pack, success is only a sling stone's throw away!
- Avoid pitfalls with level maps, strategies and secret game-saving codes.

$13.95 Code: BK-332 SNES, Genesis, Sega CD, Sega 32X

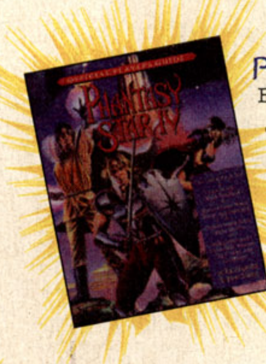


Road Rash 3 Official Players Guide

By Jamie Poolis & Corey Sandler

- Get the inside motorcycling tips and hints you'll need to beat your friends at Road Rash 3 and Road Rash Sega CD!
- Preview all the tracks and get racing and fighting tips that will guarantee to make you a better racer.

$13.95 Code: BK-336 Sega, Sega CD, 3DO



Phantasy Star IV Official Players Guide

By John Sauer & Rick Raymo

- This guide is the difference between victory and Profound Darkness!
- Includes in-depth character profiles, tips on skills and techniques, detailed maps for all areas, and essential battle tactics and strategies.

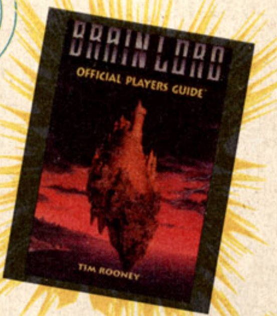
$12.95 Code: BK-329 Sega Genesis

Brain Lord Official Players Guide

By Tim Rooney

- Get the tips from the experts who developed the game!
- Fulfill your destiny as a dragon warrior with in-depth maps and charts detailing every item's powers.

$9.95 Code: BK-305 SNES

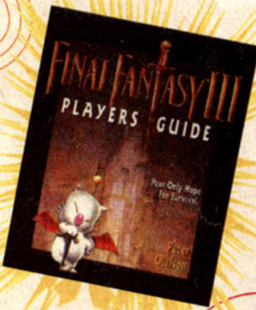


Final Fantasy III Players Guide

By Peter Olafson

- Discover the secrets of the Espers and save the world!
- Jam-packed with the battle strategies and fighting tips needed to defeat Kefka stop the magical onslaught of the Espers.

$12.95 Code: BK-317 SNES



Super Return of the Jedi Official Players Guide

By Tim Rooney

- Save the Rebel Alliance and defeat Darth Vader and the Emperor
- Jam-packed with gaming tips, expert strategies and a step-by step walk- through.

$12.95 Code: BK-328 SNES

Genesis Power Players Guide: 1995 Edition

By Corey Sandler & LeeAnne McDermott

- Packed with strategies and tricks to help you master 17 Genesis games: Sonic and Knuckles, NBA Jam, Mortal Kombat II, and many more!
- Includes Mini-Hints section that gives cheat codes and tips for over 20 additional games!

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GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

When I find the rat who took the last bite of my four-year-old microwave burrito, I'll – oh, ah...hello! This month, we look at two virtual-reality peripherals, along with a six-button controller for the SNES and Genesis.

Cushioning the Blows

For those gamers who are too "mature" or just too big to fit into the Interactor virtual-reality vest, **Aura Systems** released a more accessible product with the **Interactor Cushion**.

The cushion works exactly the same way as the vest. It connects to your game system or stereo and converts bass sounds to pulsing vibrations that you feel. The effect is similar to vibrations you'd feel if you put your hand on a fully cranked speaker. Instead of wearing it like the vest, you just lean back on it.

Almost 20 inches long and 13 inches wide, this comfortable black cushion covers an adult-sized back. It comes with a three-headed connector that ensures connection to any game system, and a headphone-jack adapter that connects directly to a stereo. Powered by a large AC adapter, this cushion connects to a unit that allows you to set the power of the impulses and filter the cushion's sensitivity.

Put to the test with multiple games, the cushion performs best with titles that feature heavy rhythmic bass (the deep rumbling in Shock Wave is a real spine tingler). It also relaxes your back when used with music. The effect is still more of a novelty, though, and at 100 beans, you should definitely test it first. Although it's easier to slip into than its predecessor, its price makes it something only a true audiophile will pay for.

Peripheral

IC-US Interactor Cushion

System: ***Any, including TV, stereo, and VCR***

Features: ***Converts game sound into spine-tingling pulses. You'll get the feeling you're not in Kansas anymore. But at this price, you can buy a bus ticket from Kansas to practically anywhere.***

Price: ***$99.99***

Available: ***Now***

Contact: ***Aura Systems, 800/909-2872***

i-Boggling Glasses

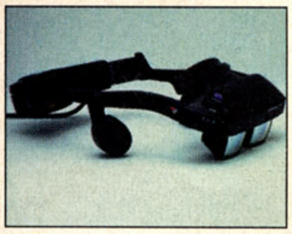
The closest thing to down-home virtual reality is coming from **Virtual i-O**. Compatible with any game system, the company's new **i-glasses** also work with computers and televisions. You'll virtually soar when you put them on, but at $600, you could buy a plane ticket to the tropics.

This lightweight headset straps on comfortably and fits over prescription glasses. Its sharp screen provides a TV-quality image, and the adjustable stereo headphones completely isolate you in the game environment. Fortunately, you retain your peripheral vision, which helps if you're prone to motion sickness.

The i-glasses are most effective with first-person games like Doom and Shock Wave, where they really boost the thrill factor. But the best is yet to come: A videocassette shows off i-glasses' amazing 3D potential with some specially rendered graphics. Virtual i-O couldn't specify what systems or game companies would implement the 3D technology, but a few 3D games are available for the PC.

To date, the i-glasses are the best head-mounted display available for the home. Still, gamers craving the VR experience should wait until the 3D games are available for their systems before investing in such a high-priced peripheral. Virtual i-O expects to have a more affordable model available in August.

Peripheral



i-glasses

System: ***Any, including PC and TV***

Features: ***This lightweight head-mounted display draws you into a private game environment with a clean screen and stereo headphones.***

Price: ***$599***

Available: ***Now***

Contact: ***Virtual i-O, 800/909-2872***

Controller

The Fighter Pad

Systems: ***Genesis and SNES***

Features: ***These pads put six buttons up front for fighting, add Left and Right buttons above, and include turbo, auto-fire, and slow-motion switches. The price is right if you don't mind a smaller directional pad.***

Available: ***Now***

Price: ***$19.95***

Contact: ***Local toy store***

(SNES pad shown.)

Six-Button Special

Looking for a six-button pad that won't cost you scads of cash? Try ASCiiWare's Fighter Pad six-button controllers for the Genesis and SNES.

The two models are identical in design, with a long base, six buttons on the face, and Left and Right buttons on top. The only difference is the Mode button for the Genesis controller, which replaces the Select button on the SNES.

The Street Fighter-style six-button layout makes for great button control, but though responsive, the directional pad is smaller than most. The pad size and the wider design of these controllers may not be to every gamer's liking, so test them before you buy. Loaded with auto-fire and turbo switches for each button, as well as a slow-motion option, these controllers are a decent deal at $20 a whack. **G**

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WE HAVE THE RIGHT TO REFUSE ANY PURCHASE. THE GAMES SENT TO US MUST BE IN GOOD WORKING CONDITION AND FREE OF PHYSICAL DAMAGE OR WE WILL RETURN THEM TO YOU AT YOUR EXPENSE.

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BUYERS BEWARE

By The Watch Dog

The dog days of June are here, and boy am I glad. We've heard some barkin' about 3DO controllers, the Sega CD, and Digital Pictures' magazine offer. Here's the scoop.

Q: I have a complaint concerning 3DO controllers. I purchased a 3DO controller in October, and since then, I'm on my third controller! It seems that I receive some sort of static electricity shock when I put the controller down, which in turn "kills" the controller. Why does this happen?

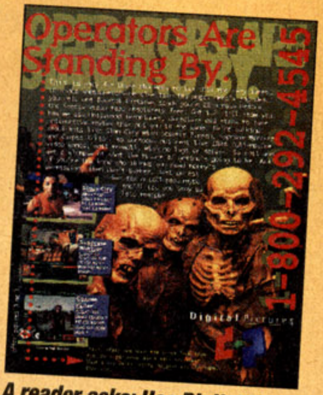
Joseph Balsamo
Teaneck, NJ

3DO-Oh

A: **A Panasonic Customer Support Center representative replies:**
We have also heard of this problem, and we think we have identified its source. Consumers using connectors for the 3DO that are not licensed for use (specifically, RF, S-Video, or Composite cables) may be diverting the wrong electrical wattage to the unit, thereby shorting it out. Please remember to use only 3DO connectors with your unit. If you have any other questions, please call Panasonic Customer Support at 201/348-9090.

Q: I'm very upset. I received my March 1995 issue on February 10, and on page 21, an advertisement for Digital Pictures offers a free video about the making of its video games. I called the number and got a recording saying that the program has ended and no more calls are being taken. On the side of the page, it says that the offer ends June 1, 1995. Why did Digital advertise something it couldn't fulfill?

Dominick Sower, Churubusco, IN


Operators Are Standing By.
1-800-292-4545
Digital Pictures

A reader asks: Has Digital Pictures left the stadium?

A: **A spokesperson from Digital Pictures says:**
There has never been a break in our service or in our commitment to the customer. We can only assume that your reader may have accidentally misdialed the number.

The Watch Dog states:
We called the number, and our order was promptly taken via an automated operator. The representative at Digital Pictures has asked for Dominick's name and number so that they can send him a video. Has anyone else had this problem? If you have, please call us directly at 415/286-2539.

Q: I've owned a Sega CD for more than four years now. Within the last year, the CD tray won't open. After many fruitless calls to Sega of America for help, I decided to open the CD player myself. Lo and behold, I found a small rechargeable watch battery connected to the motherboard. I assume that the CD player is running low on power. Can you help me find out the answer to this?

Roscoe Bell, Vero Beach, FL

A: **A Sega Customer Service representative replies:**
It's important that consumers never open their Sega Genesis or CD units to correct a problem because doing so voids all warranties, and we will not be able to help you. The battery mentioned has nothing to do with the drive door opening or closing; it's probably for the backup RAM and is placed solidly in the unit. Never attempt to remove components from your machine. Most likely, the belt that opens the drive door broke or slipped. Call 800/872-7342 for help.

Q: My old NES broke a few months ago, and since I have quite a few games for it, I went out and purchased the redesigned version of the NES. But when I took it home and tried the Game Genie on it, it wouldn't work. What can I do?

Scott Foster, York, ME

A: **A Galoob Customer Service representative replies:**
There is an adapter specifically designed to accommodate old NES Game Genies and the redesigned NES. If you call the number printed on the back of the Game Genie, we will send you the adapter free of charge.

NES Egg

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at:
buyers_beware.gamepro@iftw.com

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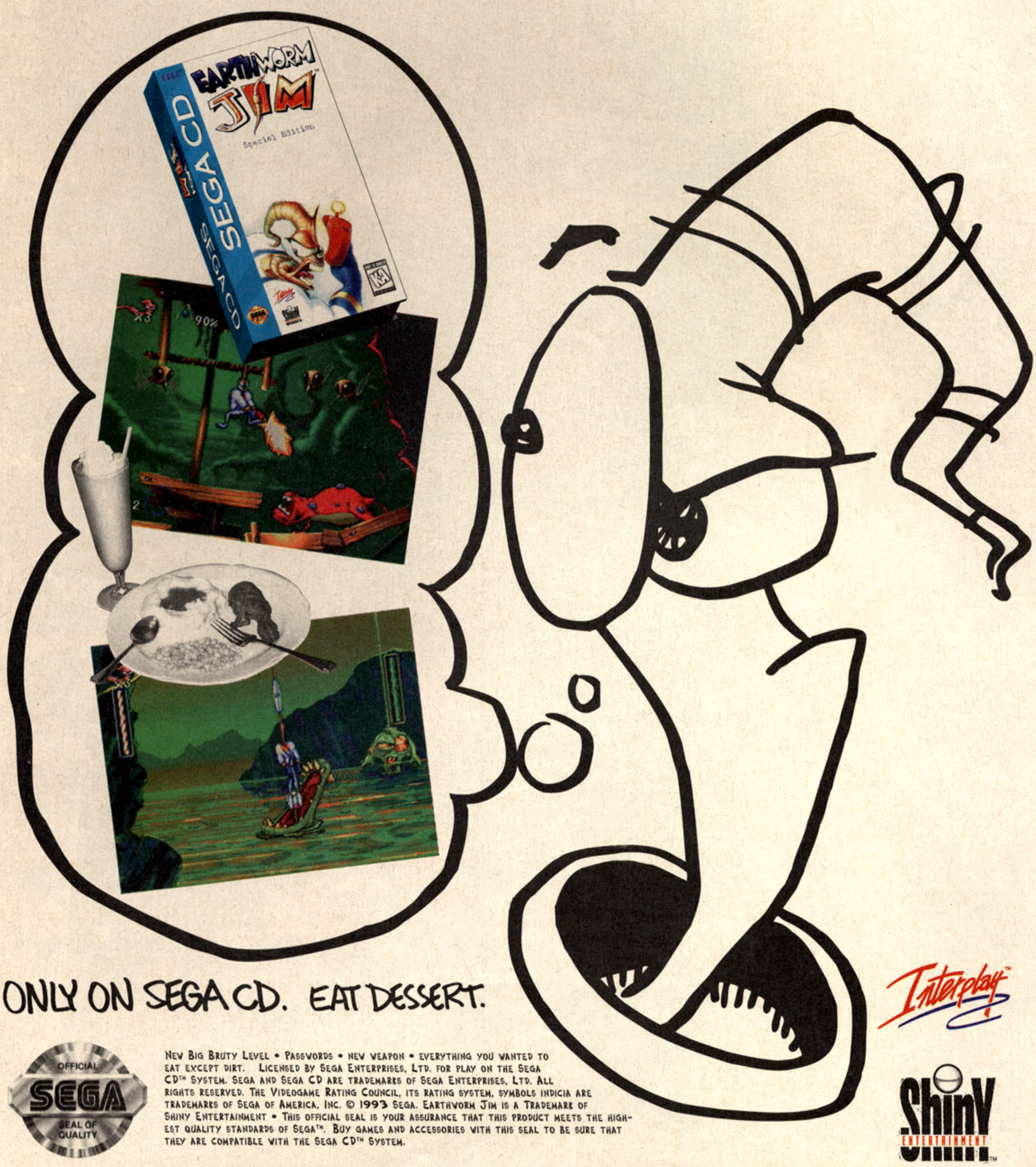

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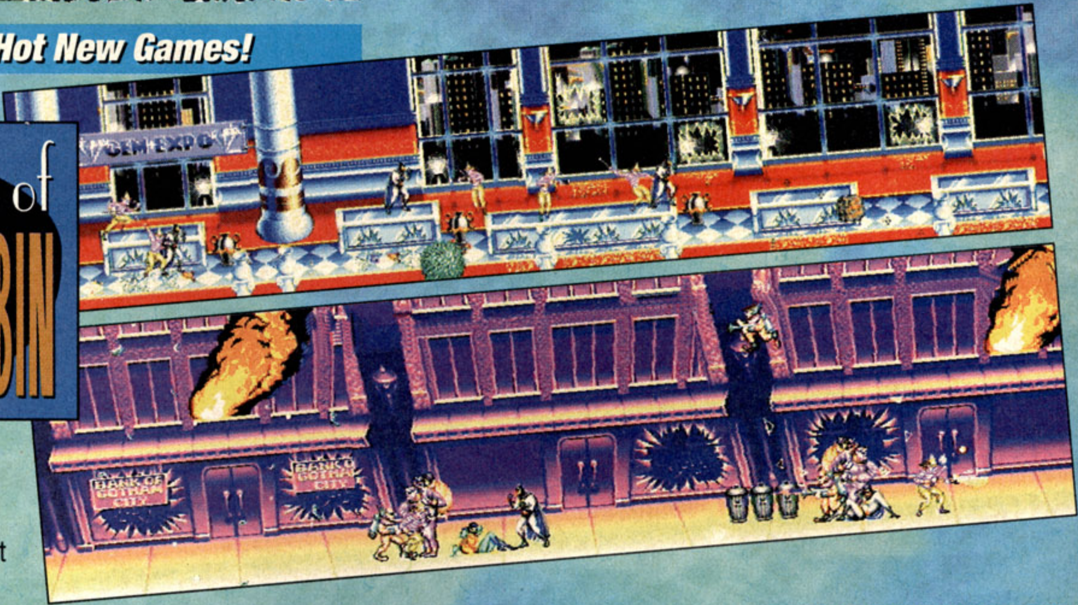
SHORT PROSHOTS

Previews of Hot New Games!

the adventures of BATMAN & ROBIN



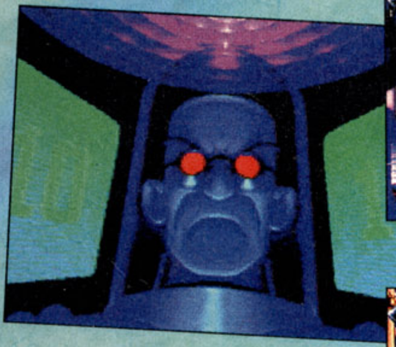
Genesis

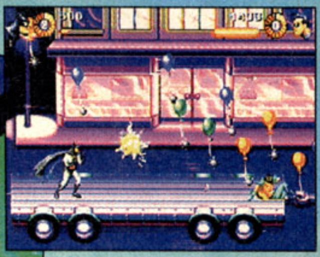
This one's been a long time coming, but Sega promises that it's finally putting the finishing touches on its Batman game – and the cart looks like it'll be well worth the wait. Based on the Emmy-winning animated cartoon show, the game tracks the adventures of the Dark Knight and Robin as they try to keep Mr. Freeze from putting Gotham City on ice. Other Batman villains, like Joker, Two-Face, and the Mad Hatter, put in appearances as well.

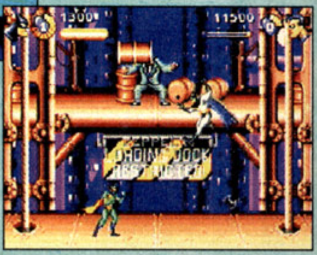
This 16-meg, side-scrolling action/adventure uses special effects that closely mimic the animated cartoon series, achieving effects you wouldn't think the Genesis could pull off, including some interesting rotation! The two-player simultaneous mode, with one player as Batman and the other as Robin, is especially hot. The steady action is fast and tough enough to remind you of classics like Contra.

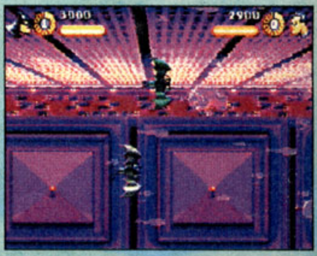
The boys have a bevy of weapons, as well as the ability to jump, climb, and kick. There's even a traditional shooting level where you ride on a bat wing. A scorchin' soundtrack keeps the adrenaline high. Keep an eye out for this cart – it just could be the Genesis game of the year.

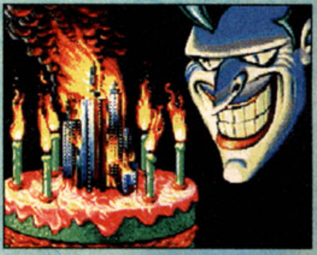
By Sega
Available Spring '95

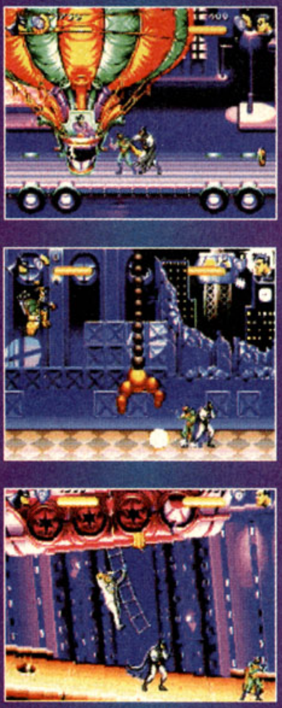




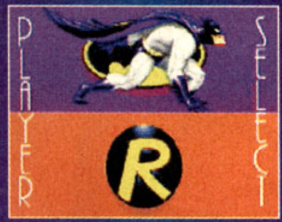




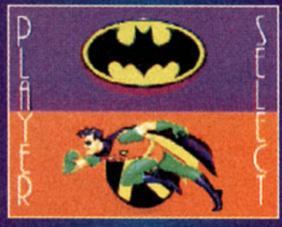




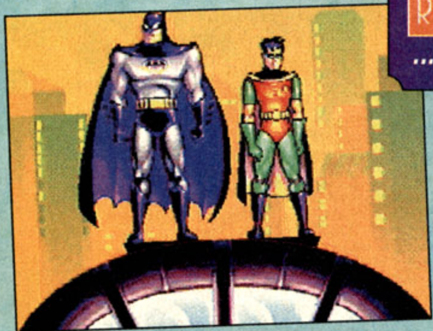
In addition to Mr. Freeze, familiar foes like Two-Face and Joker lie in wait for the dynamic duo.



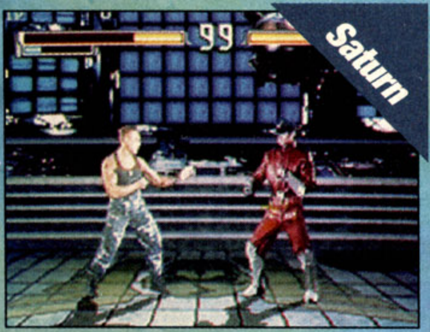
Play as the Dark Knight...



...or as Robin.

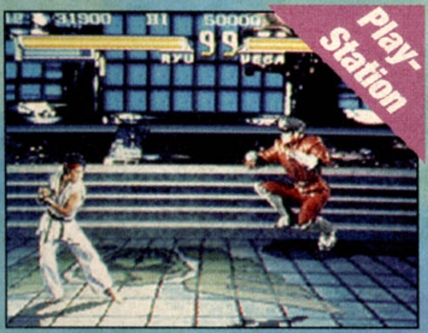


Street Fighter: The Movie **Saturn** **PlayStation**



Look for Street Fighter: The Movie to be Capcom's first release for the Saturn and PlayStation systems. The game, which is being totally redone in Japan to be quite different than the coin-op version, will include standard head-to-head fighting action with an undetermined number of fighters. The warriors themselves, though, will be digitized images of actors from the movie *Street Fighter.*

By Capcom
Available Fall '95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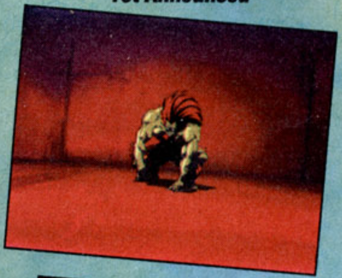
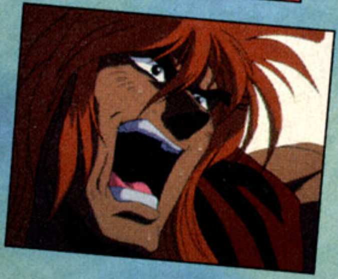
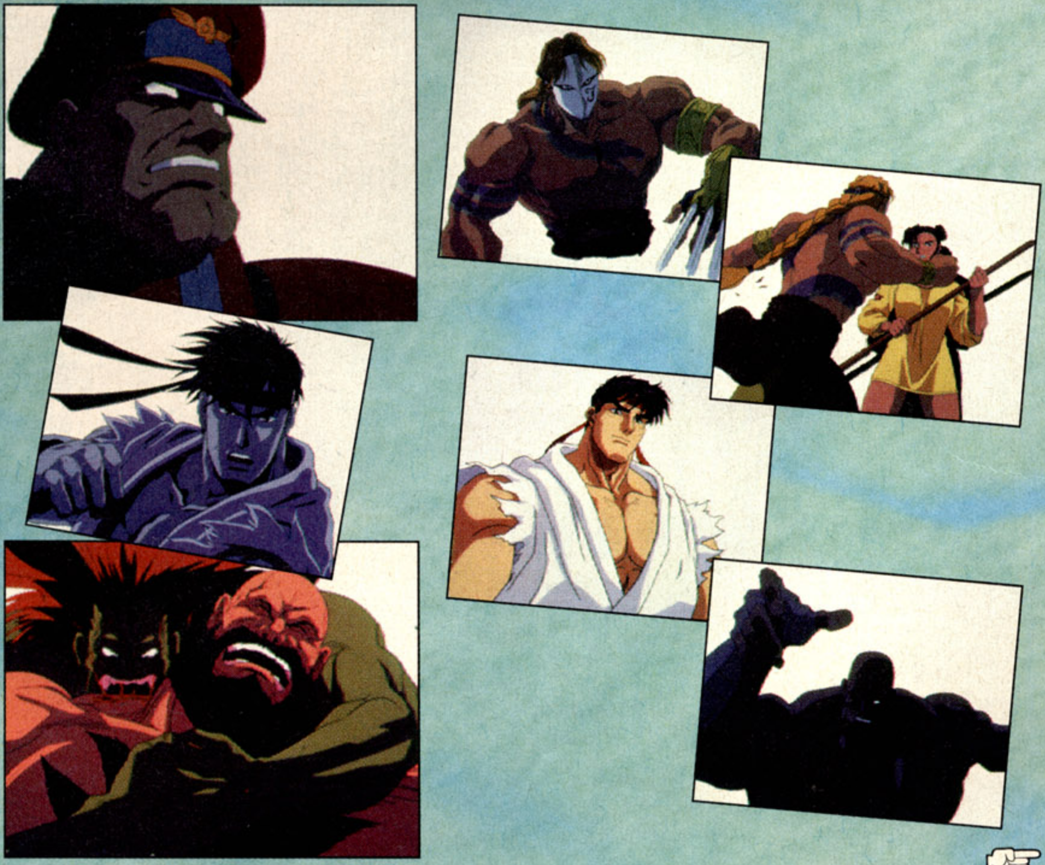
Street Fighter: The Interactive Movie **Saturn** **PlayStation**

It's too early to say much about this follow-up Street Fighter title for the PlayStation and Saturn, but the game will be based on the hit anime *Street Fighter* movie from Japan. Look for a very different style of gameplay.

By Capcom
Availability Date Not Yet Announced





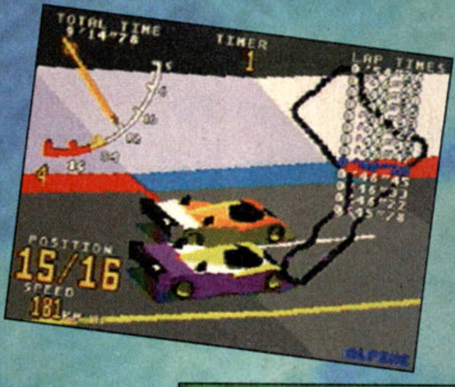


Time Warner's VR Virtua Racing

Saturn

Don't let the name scare you! Time Warner's planning a Virtua Racing disc that may leave its predecessors in the dust. This two-player version of the arcade classic will offer ten tracks (the three original arcade tracks and new ones like Amazon Falls and Surfers) and five cars (High Speed Go Kart, Sports Coupe, Sports Prototype, Modern Formula, and Vintage 1960s Formula). The three racing modes include Arcade, which is identical to the arcade gameplay; Grand Prix, where you race against 15 other teams in a season; and Practice. New cinematic sequences highlight the racing action and provide tips and racing info.

By Time Warner Interactive
Available Now in Japan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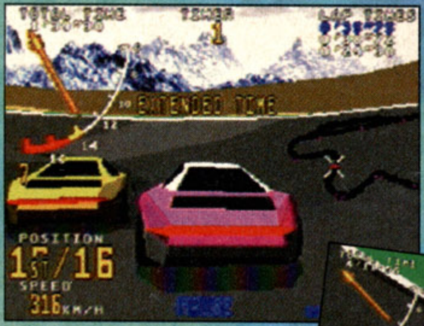
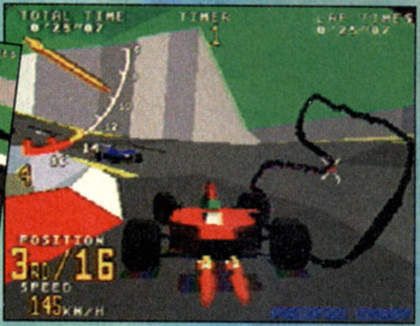
TIMER
1
LAP TIMES
POSITION
15/16
SPEED
181KM/H


TOTAL TIME
TIMER
LAP TIMES
EXTENDED TIME
POSITION
1ST/16
SPEED
316KM/H

POSITION
8TH/16
SPEED
253KM/H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LAP TIMES
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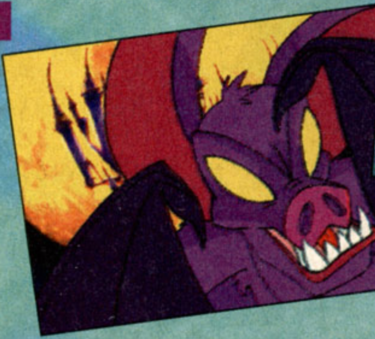
POSITION
3RD/16
SPEED
145KM/H

Brain Dead 13

Sega CD **Saturn** **3DO** **PlayStation** **Jaguar CD**

From the ReadySoft crew that brought you Space Ace comes another animated adventure. The star of this graphic adventure is Lance, a computer repair guru. Things get strange for Lance when he's called to Dr. Nero Neurosis' castle late one night. After he fixes the mad doctor's computers, Lance learns of the doctor's plan to dominate the world. In order to stop the doc, Lance has to search for the Chamber of the Brain. Along the way, he must evade Fritz, a half-human, half-pet who's been instructed to destroy him. The demented castle holds all kinds of other surprises, including campy monsters like FrankenJock and Draculette. Brain Dead 13 boasts orchestrated digital sound and breathtaking cartoon-style animation.

By ReadySoft
Sega CD, 3DO Available May
Saturn, PlayStation, Jaguar CD
Available Third Quarter '95



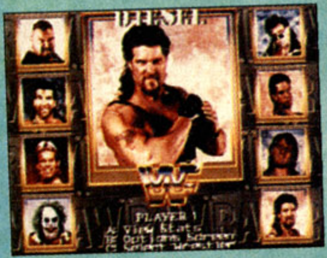
SCREAMATIC ROOM

WWF Raw

32X

Acclaim's latest WWF offering, the first for the 32X, includes more than the usual mat-slamming, head-banging, body-bashing wrestling action. Improvements include a mystery wrestler, pin moves like the "Roll Up Pin" and the "Hot Dog Pin," a tag rope you can use to tag teammates or choke opponents, moves like the Power Slam and the Corner Book, and illegal objects like a "RAW" sign. This game will make you yell "Uncle!"

By Acclaim
Available Spring '95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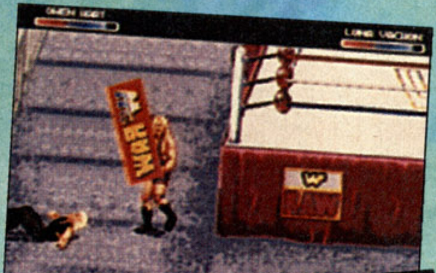
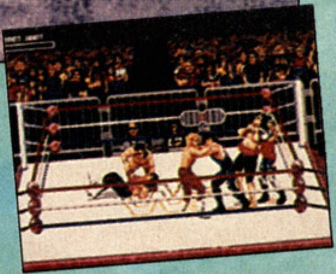
PLAYER 1



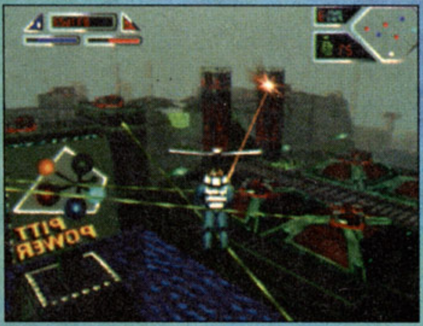


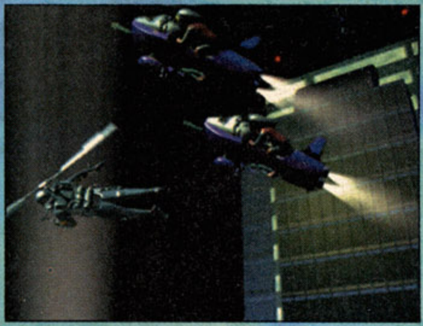
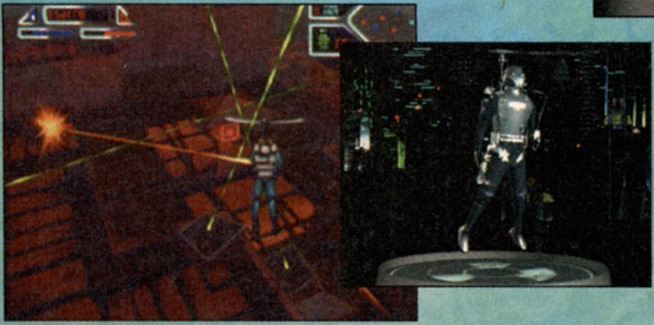
BladeForce 3DO

This one-player action/flying game takes run-n-gun to new heights. A futuristic city has been taken over by a street gang. Using your Personal Heli-Pak Flight Suit to soar around the city, you battle the bad guys in a 360-degree 3D world.

Each of the seven huge levels has four areas. As you try to capture seven hidden criminals, the movie-quality animation is so rapid and smooth that you may need to bring along your airsickness bag.

By 3DO
Available June



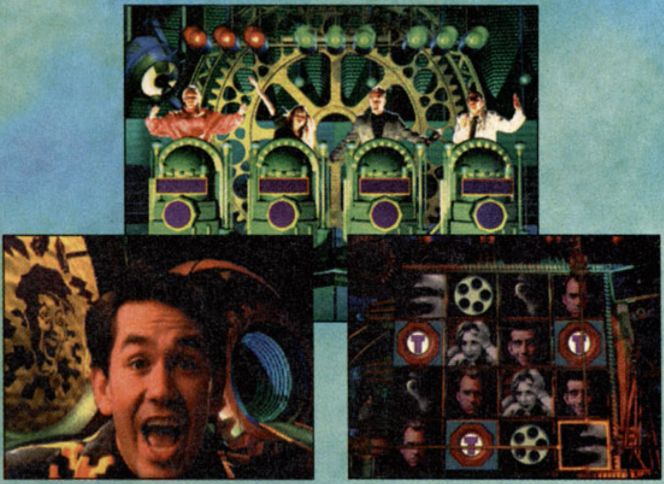



The All New People's Game Show 3DO

The downfall of communism has bizarre results, such as this wacky interactive game-show game. In the tiny Eastern European country of Bizernia, there are more than 65,000 television channels. Live the capitalist dream as you compete as a Bizernian against up to three other players or the CPU for mucho cash.

To win, though, you'll have to solve some of the more than 2000 puzzles, including full-motion-video jigsaw puzzles, visual-memory tests, pop-culture quizzes, and concentration games. A strange sense of humor happily pervades the entire bizarre game.

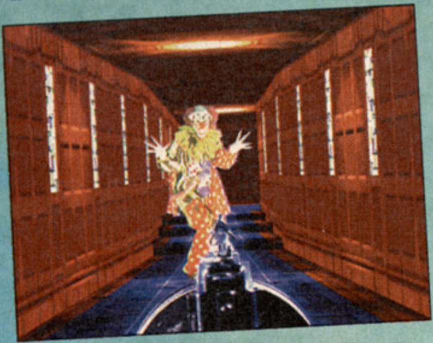
By 3DO
Available June

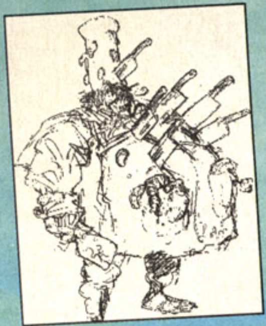


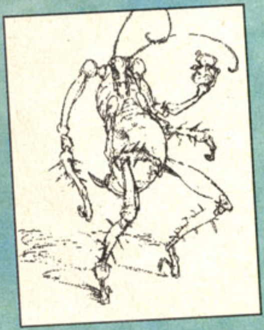
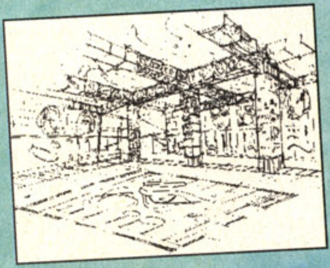
Killing Time 3DO

In this one-player, Doom-style maze shoot-em-up game, you're trapped inside an island mansion. It wouldn't be so bad, except that you're trapped with a bunch of party rejects from the '20s. A ghostly spirit needs your help in unraveling a strange mystery that prevents the island spirits from resting in peace. Lots of different weapons, a horde of the undead romping through the mansion, and 30 killing zones make for ample run-n-gun action.

By 3DO
Available June

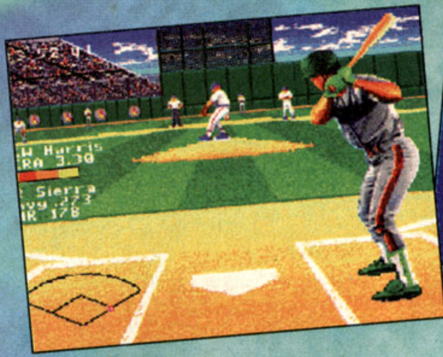


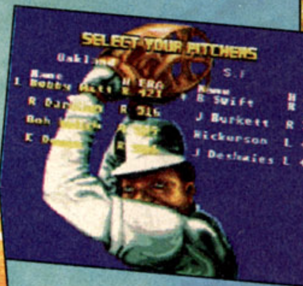


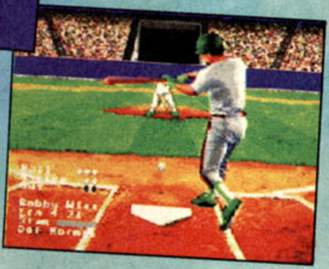



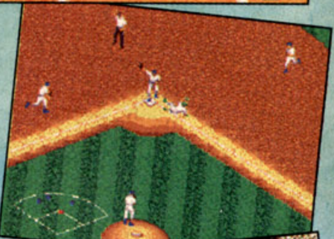
RBI Baseball '95

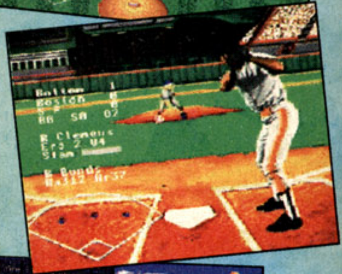
Sega CD **32X**

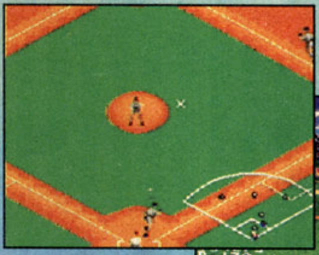


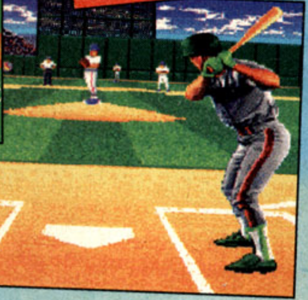












One of the most popular baseball games of all time, RBI Baseball is making its '95 debut on the Sega CD and 32X systems. The MLBPA license has allowed Time Warner to populate this game with more than 800 real players (and real stats) from all 28 major-league teams. Play modes stretch to 80- or 160-game seasons with playoff and World Series action. Or take the field against a friend in two-player head-to-head action.

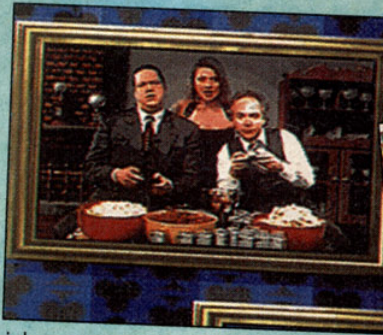
RBI Baseball '95 runs on a new engine that, according to Time Warner, has an improved CPU, faster action, more accurate ball-flight trajectories, and more realistic, unpredictable player reactions.

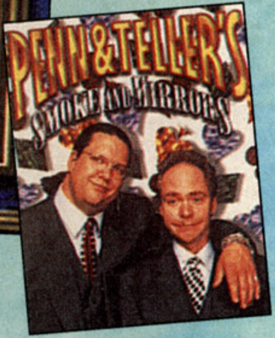
RBI's look and feel has come "a long way, baby," from the original. The graphics and animations are more realistic (à la World Series Baseball) with batter's and catcher's viewpoints. Enhanced audio includes authentic baseball sounds like cheering crowds and the crack of the bat.

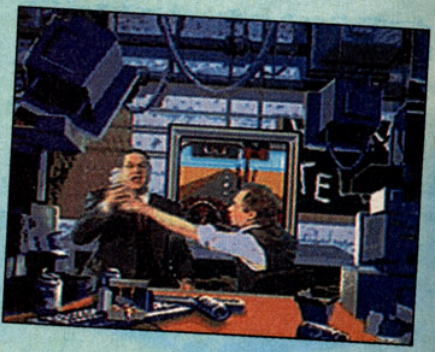
By Time Warner Interactive
Available Spring '95

Penn & Teller's Smoke and Mirrors

Sega CD **3DO**

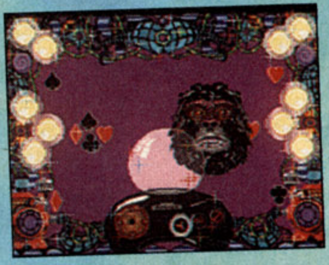


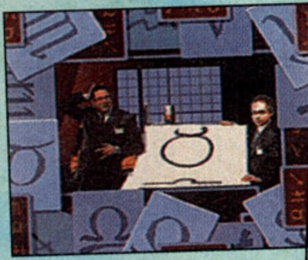


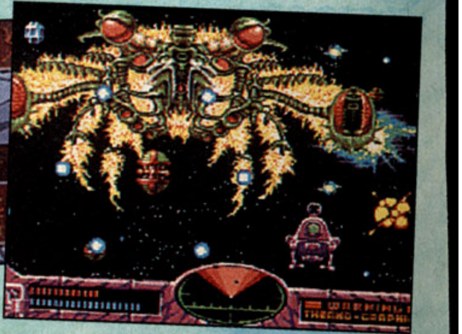


In keeping with their own twisted vision of reality, Penn and Teller's first multimedia game is filled with the kind of scams, put-ons, practical jokes, and demented humor that have made them stars in the worlds of comedy and magic.

Penn and Teller helped develop this CD, which includes off-beat activities like Mofo the Psychic Gorilla (card tricks), Sun Scorcher (a strange outer-space shooter), Desert Bus (an offbeat eight-hour bus drive through the desert), Buzz Bombers (a two-player space alien game), and Smoke and Mirrors (an action/adventure game that pits Penn and Teller against two evil Las Vegas magicians named Stinkbomb and Rot). Outrageous!







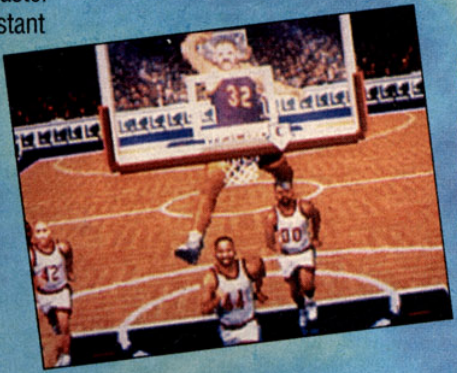
By Absolute
Sega CD Available Now
3DO Available Third Quarter '95

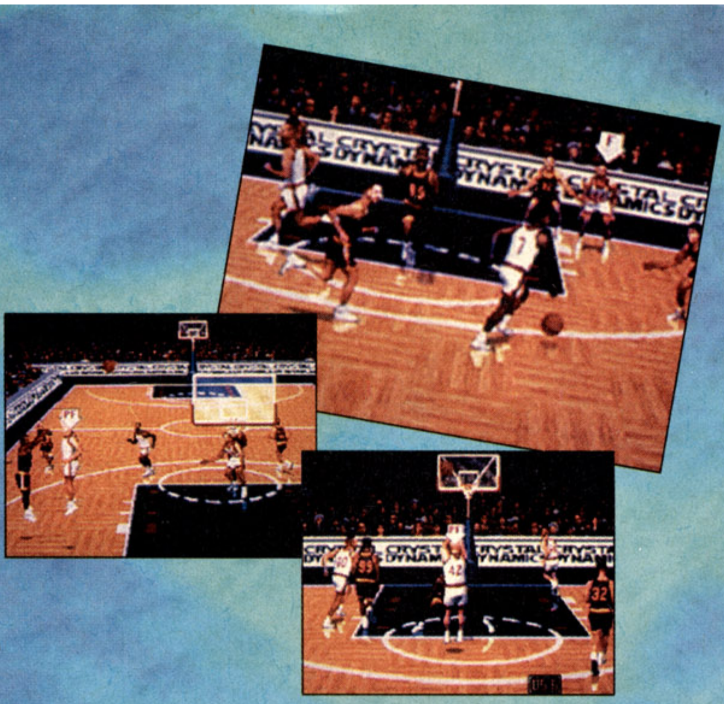
Slam 'N' Jam '95 3DO

Fast-paced five-on-five b-ball is the name of this game. Look for a 3D perspective, extremely realistic characters (twice the size of the 16-bit game), commentary by CNN newscaster Van Earl Wright, and instant replay from multiple camera angles.

Rotoscope technology was used to capture live-action player movements for greater realism. You can call picks, set screens, and make roster substitutions. Franchise mode puts you in the tennies of a dominating center or point guard.

By Crystal Dynamics
Available Now

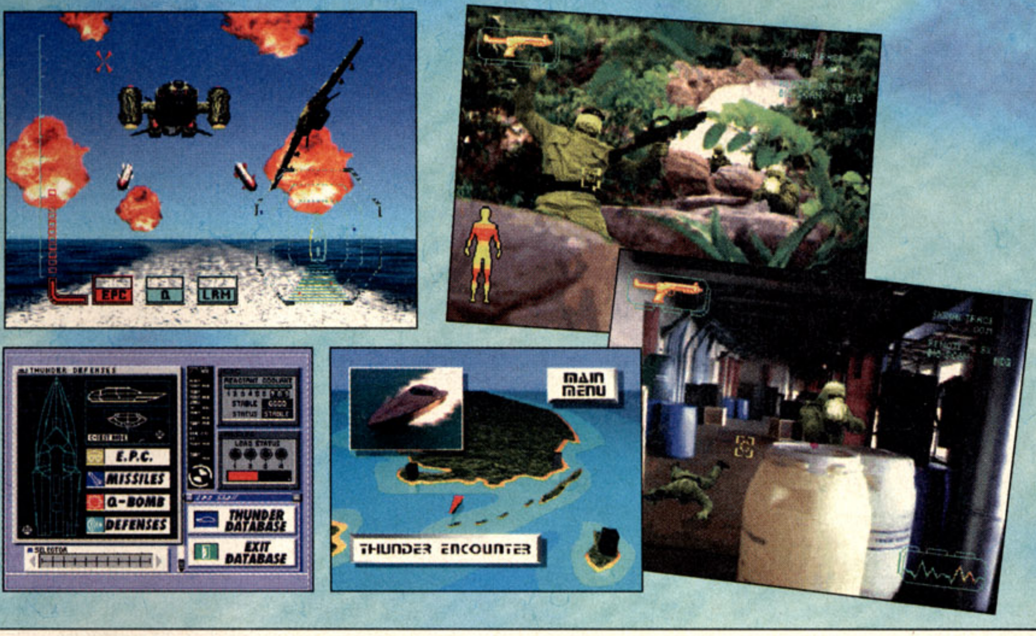




Thunder in Paradise CD-i

Thunder in Paradise is, of course, based on the hot TV show that stars Hulk Hogan and that incredible boat. The game's story line was jointly developed with the show's writers, and it stars Spence and Bru, two ex-Navy SEALs, in an adventure typical of the television series. The game was simultaneously filmed on location in Florida with the made-for-television episode.

By Philips
Available June



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PRONEWS

Jaguar CD Ready To Roar

The Jaguar CD fits onto the top of the Jaguar; CDs drop into the front, carts slide into the back.

By the end of May, the long-awaited **Atari** **Jaguar CD** should finally leap out of its cage and onto store shelves. Weighing in at just over 1.5 pounds, the sleek black unit will sell for around $200 and will fit on top of any Jaguar console. Jaguar CD games or standard audio CDs will load into the top, and Jag cartridges will fit into a slot in the back.

Like the Goldstar 3DO system, the Jag CD has a built-in light show called the Virtual Light Machine (VLM). The VLM gives you a 65,000-color abstract display that swirls and morphs as you play music CDs.

A more pressing concern for gamers, however, is the software for the new unit. At press time, Atari still hadn't clarified what CD games would be available when the unit hits store shelves. Several CD games are in development and should be ready soon, including Demolition Man, Creature Shock, Highlander, Battlemorph, and Dragon's Lair. The pack-in game may be a puzzler called VidGrid. We'll take a deeper look at the Atari Jaguar CD and its games in an upcoming issue.

Sega, Nintendo Lose Round in Britain

After a year-long investigation (see "ProNews," April 1994), **Sega Enterprises Ltd.** and **Nintendo Co.** were found guilty of **monopolistic practices** in the British video games market, according to a report by Reuters. Britain's Monopolies and Mergers Commission (MMC) concluded that the two companies deliberately reduced prices on their game systems while restricting the licensing process for independent publishers, which enabled them to control pricing and the consumer's level of selection. Specifically, the restrictions involved the number of games that could be published for a platform and how they're packaged.

The MMC recommended that requiring the removal of such restrictions will allow greater competition in the video game market. Nintendo and Sega together account for more than a quarter of the $645 million British market. The MMC originally launched the probe to investigate repeated complaints about high software prices.

Acclaim Bonds With Marvel

Spidey and his Marvel pals will be starring in many more Acclaim games.

Cementing the relationship that brought gamers such popular action/adventure carts as X-Men and Spider-Man, **Acclaim** and **Marvel** have agreed to a partnership that provides Acclaim with exclusive rights to publish games based on Marvel's live-action TV shows and movies. As a result, Acclaim has the rights to develop titles based on the upcoming *Spider-Man* and *The Fantastic Four* movies, as well as other Marvel projects involving the Hulk, Ghost Rider, and Luke Cage. According to an Acclaim spokesperson, games are in the works, but no specific titles were named.

Capcom Broadens TV, Game Lineups

Fans of the **Mega Man** cartoon series will be seeing a lot more of their hero when the new season kicks off. After a successful first season, the popular show will return with familiar faces like Dr. Light, Protoman, and Dr. Wily. Thirteen new episodes are already in production.

Capcom also plans to bring to life **Darkstalkers**, the hit arcade fighting game, in a weekly animated TV series. The show will star Bobby Bridges, a kid who befriends the game's supernatural cast of characters and sets out to prevent an alien invasion. The show's first episode will be accompanied by the release this fall of home versions of Darkstalkers for the Saturn and PlayStation.

Final Capcom news: **Mega Man 7** for the SNES is finally being released in July. In the works are SNES versions of **Mega Man X³** and **X-Men 2**, which are scheduled for release in December.

Acclaim Snaps Up Coin-Op Company

Gamers who race to the finish first on Lazer-Tron's Ribbit Racin win prize tickets.

Continuing its recent buying spree, **Acclaim** agreed to acquire **Lazer-Tron**, the successful makers of coin-op games like Aftershock and Spin-to-Win. Lazer-Tron's games award winners with tickets that can be redeemed for prizes at the arcade. Acclaim made the purchase as part of its ongoing move into the coin-op market.

Interact with the Big Screen

***The audience controls the decisions of these bike messengers in Interfilm's newest interactive movie,* Ride For Your Life.**

Undeterred by the battering that *Mr. Payback* took from film critics, **Interfilm** will release in May its second interactive movie, ***Ride For Your Life***, in 35 theaters across the country. Using a joystick mounted on the armrest, audiences vote every 15–60 seconds on where the plot should head next, creating a 20-minute film from two hours of possible footage.

Ride For Your Life centers around two competitive bike messengers in New York who enter a race sponsored by an underhanded communications company, BigCorp. The winner gets fame, money, and the girl, but once BigCorp.'s true motives are revealed, the dueling bikers have their hands full. Interfilm plans to release a new interactive flick every three months, so if you enjoy the first two, look for another one this fall.

Jam to the Tunes

On the heels of NBA Jam Tournament Edition for home systems, **CBS/Fox Video** and **NBA Entertainment** have released ***NBA Jam The Music Videos***, which features top NBA stars like Alonzo Mourning and Chris Webber dunking their brains out to the sounds of bands like Spin Doctors and Da Brat. But gamers will dig **Acclaim**'s contribution the most: Tips and codes for the SNES and Genesis versions of **Jam TE** appear at the end of the 50-minute video, which costs $14.98.

Contest Winners

The **Sega Sweepstakes Spectacular** has produced the following winners:

Grand Prize:

(Winner appears in a Sega national TV commercial.)

Joseph Denzinger, Marietta, GA

First Prize:

(10 winners of Sega Genesis/32X systems.)

Jacki Canzonire, Baton Rouge, LA; Westley Cornwell, Priest River, ID; Don Dietrich II, Newfane, NY; Joy Kaiser, Dupuyer, MT; Diane Marchut, Napa, CA; Mary Jane Matzelle, North Olmsted, OH; Juevetin A. Ponce, Somerville, MA; Carl Rohrbaugh, York, PA; Denny Sorentino, Everett, WA; Rodeler Youte, Honolulu, HI

Second Prize:

(20 winners of two Genesis games from the Genesis library as of March 15, 1995, and a one-year subscription to *GamePro*.)

Marcelino Abonza, Lorida, FL; Josh Ard, Norwood, OH; Brian Clark, Aurora, IL; John Hammell Jr., Glendale, CA; Richy Hentz, Oshkosh, WI; Matt Keuler, Rupari, WI; Steve Logsdon, La Plata, MD; Monique Malcolm, Orlando, FL; Charles Martinez, Hesperia, CA; Brittany Matze, Keysville, VA; Patrick McCoy, Chicago, IL; Christina Murin, Uniontown, PA; Kenneth Murin, Harrisburg PA; T. Perrone, Washington, D.C.; Ellen Perry, Palm Beach, FL; Paul Quesnell, S. Beloit, IL; Carla Reeves, Omaha, NE; Emily Rhineberger, San Carlos, CA; Ryan Roschtscha, Oak Creek, WI; Kellan Wilson, Wevster, NY

At the Deadline

Industry efforts to control **international copyright pirates** are starting to work, though the problem is still enormous. This spring, officials confiscated counterfeit **Sega** machines and software in a raid on a large piracy operation in Beijing, China. The products would've been sold throughout China and Russia.

Ocean has snagged the license to ***Waterworld***, the Kevin Costner flick that's expected to be one of the biggest movies of the summer. Preliminary plans call for a 1996 release.

Good news for Atari fans: **Acclaim** has licensed **NBA Jam Tournament Edition** and **Frank Thomas "Big Hurt" Baseball** to Atari. The games should be released on the Jaguar in late 1995. This news joins an earlier announcement that MK 3 will come out on Atari's 64-bit cartridge system next year.

EA Sports is working on the next Madden game. Look for **Madden '96** on the 16-bit systems in the fall, with versions for some of the new systems by Christmas.

RPG fans, on the other hand, may be disappointed by this news: **Lufia**, **Taito**'s popular SNES RPG, had been scheduled for a Genesis release last Christmas. After continued delays, Taito has finally canceled it. Lufia 2 is still planned for a September release on the SNES. G

BLOCKBUSTER VIDEO® June Hot Sheet!

NES	Super NES	Genesis	Sega CD
1. Kirby's Adventure	1. NBA Jam Tournament Edition	1. NBA Jam Tournament Edition	1. Myst
2. Mega Man 6	2. Donkey Kong Country	2. World Series Baseball '95	2. Fahrenheit
3. Mario Is Missing	3. Star Trek: Deep Space Nine	3. NBA Action '95	3. Midnight Raiders
4. TMNT: Tournament Fighters	4. Spiderman	4. Road Rash 3	4. Supreme Warrior
5. Super Mario Brothers III	5. Kirby's Avalanche	5. Toughman Boxing	5. Corpse Killer
6. Monopoly	6. Kirby's Dream Course	6. Spiderman	6. Slam City with Scottie Pippen
7. Ren and Stimpy Show	7. Mega Man X2	7. X-Men	7. NBA Jam
8. The Jungle Book	8. Rap Jam Vol. 1	8. NHL All-Star Hockey	8. Masked Rider
9. Mario's Time Machine	9. Stargate	9. Desert Demolition	9. Links
10. Wario's Woods	10. True Lies	10. TNN Bass Tournament	10. Rebel Assault

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Buy 4 games from the list below, get the least expensive FREE. All 4 games must be in stock at the time of purchase. Offer good from 5/15/95 to 8/30/95 or while supplies last.

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SNES: Bill Walsh College FB $24, Aero Acrobat $19, Fatal Fury $29, Virtual Bart $29, Hardball 3 $29, Inspector Gadget $19, Clayfighter $32, Brett Hull Hockey $29, Tin Star $39, Super Soccer $19, Super Tennis $19, Barkley Basketball $39, NBA Showdown $39, Choplifter 3 $34, Nigel Mansell World Cup Racing $29, Dragon View $59, Mario is Missing $29, Kendo Rage $29, Daffy Duck: Marvin Missions $36, World Heroes $39, Fatal Fury $29, Battletoads: Double Dragon $29

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3DO: Fatty Bear Fun Pack $29, Putt Putt Fun Pack $29, Putt Putt Joins Parade $29, Stellar 7 $29

JAGUAR: Club Drive $39, Dragon $38, Kasumi Ninja $46.

32X: Corpse Killer $49, Slam City $52, Super Strike Harrier $39

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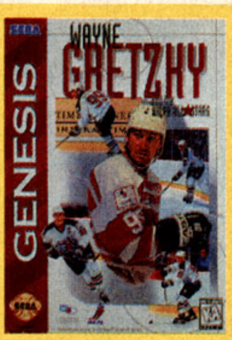

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